



TOTAL FUZION™

BASIC RULES

REV 4.4.3 Web Edition
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FUZION™ GAME MECHANICS

What's Fuzion?

Fuzion is a set of rules for roleplaying; in other words, it's a roleplaying game.

What's a Roleplaying game?

A roleplaying game lets you pretend to be a character in a story that's like a play. Each player plays a character, making the decisions and saying the things the character would say in the situations that happen. One player, the Gamemaster (GM) acts like the author and director of the play; he "sets the stage," telling the players where they are, what is happening, and what other characters (the Non-Player Characters, or NPCs) are saying and doing. The GM guides the action but does not control it; the results of the game depend both on the players and the GM. More simply, roleplaying is just like the "cops and robbers" or "playing house" games you played as a kid, only this time with rules to help guide you, and situations that are more complex and interesting.

How do I get a character?

The GM gives you one, lets you pick one that's already been written up, or lets you create one.

How do I create a character?

PAGES
4 - 33

Use the Lifepath on page 4 to develop a background for your character. Then you buy the Primary Characteristics (also called Stats; numbers that determine how good you are physically, mentally, and in combat) with Characteristic Points (CPs). Next, you use Option Points (OPs) to buy Skills and other things your character can do or use (including equipment and special abilities). The GM tells you how many CPs and OPs you have to start with, what things you can buy and what you can't, and any special rules he may have for his game. You may be able to take Complications for your character to get more OPs.

How do I know how good my character is?

PAGES
8 - 9

All Primary Characteristics and Skills use numbers on the same scale, and all have a starting value of 0. Normal humans are usually in the 3-4 range, with 7 being the maximum normally; in some games you can go up to 10 for a normal human. Anything over a 10 is super-human. Each 1 point of a Characteristic or a Skill is +1 to a Skill Roll (in the case of Strength, a +1 is +1 die of damage in an attack).

How do we start playing?

PAGES
35 - 37

One player becomes the GM and decides the setting of the game, the rules to be used, starting points for characters, and all the choices and options presented in the Fuzion rules. The other players get their characters ready based on what the GM tells them about the rules. The GM prepares a story (or uses one from an adventure book), and begins to tell the players what their characters see and hear, and starts asking the players what their characters will do next. When something comes up where the result isn't obvious (like whether or not you hit someone or whether you can pick a lock), use the Fuzion rules to find the answer.

How do I figure out if I succeed at something?

PAGES
37 - 38

You make a Skill Roll. Skill Rolls all work the same way, no matter what Skill you use. First, find your **Action Value** (AV): To do this, take the Characteristic and add it to the Skill needed (the GM tells you which

Characteristic to use for the Skill). For instance, if you're trying to pick a lock, you'd use Lockpicking Skill with your Technique Characteristic. Your Action Value plus your Die Roll gives you the Action Total. (The Die Roll you use is decided by the GM for the entire game. To be like the Hero System, the Die Roll would be 3D6; to be like Interlock, the Die Roll would be 1d10.) If your Action Total meets or beats the Difficulty Value (DV), you succeed. The Difficulty Value is provided by the GM, looking at the table on page 37 for reference. Or, if you're trying to use your Skill against someone else's Skill directly, the Difficulty Value comes from the opponent's Action Value plus Die Roll (to be like the Hero System, you'd just add 10; to be like Interlock, you'd roll 1d10). **Skill Rolls:** Action Value (AV) + Die Roll = Action Total. The Action Total must be equal to or greater than the Difficulty Value (from the table on page 37).

How do I fight?

PAGES
35 - 45

The GM declares that combat has started, and each character gets to act in order (see page 35 for details). A character takes an Action, determines the result of that action, then the next character gets to act until all characters have acted. Then the Phase is over and a new Phase begins, where everyone can act again. Page 35 has details and options that can change this.

How do I hit a target?

PAGES
42 - 45

Fighting is handled the same way as any Skill. Find your Action Value (AV): Take your Reflex Characteristic plus your Weapon Skill, and add a Die Roll to get your Action Total. Compare your Action Total to the Difficulty Value; if you meet or beat it, you hit. To find the Difficulty Value, add the defender's Dexterity plus their Evade Skill to get their Defending Value (DV); add 10 to be like the Hero System, 1d10 to be like Interlock. To get the Difficulty Value for an unopposed action, your Action Value (AV) + Die Roll = Action Total. The Action Total must be equal to or greater than the Difficulty Value (DV) + Die Roll.

How do I do damage?

PAGES
46 - 47

Roll the damage listed for your weapon (some number of dice), or roll 1D6 for every 1 Strength you use. Attacks are either Stun attacks (hands or feet, clubs) or Killing attacks (guns, knives, lasers). Roll the dice and find the total; that's the number of Stun against the target (for Stun attacks) or the number of Hits against the target (for Killing attacks).

How do I take damage?

PAGES
46 - 47

The target of an attack subtracts either their Stun Defense or their Killing Defense from the number of Stun done by a normal attack, whichever defense is higher. The target subtracts its Killing Defense from the number of Hits done by a Killing attack. The remaining Stun (or Hits) are subtracted from the target's total Stun (or total Hits). If your Stun falls to 0 or below, you are unconscious; if your Hits fall to 0 or below, you are dying. See page 146 for details and options.

How do I GM?

The best way is through trying it yourself. Read through the rules completely, and read through the campaign setting provided.

BASIC FUZION CONCEPTS



Some Important Fuzion Designer's Notes:

The Fuzion system is an metasytem, not a multisystem. An multisystem basically allows you to play the same way in a number of different genres or settings. A metasytem, on the other hand, allows you to not only do this, but also combine elements of many different genres into one setting (for instance, giant robots and fantasy characters) as well allowing you to customize those core rules to best fit the individual genre by adjusting the level of their impact on your game.

The result is that in any Fuzion book, you may find a few tables that either don't directly apply to the genre or may seem to be out of scale to the genre (for instance, Strength and Throwing tables that allow you to lift mountains and chuck them into orbit.) Relax. The whole idea is that in each Fuzion setting, we may use the same tables, but they are applied differently by adjusting the Dials and Switcher that control their effects on the game.

Why do we do it this way? The first reason is that although you may not currently have any characters in your game that can lift mountains, you have the option of adding them at any time—if you want to. Otherwise, simply use the tables at the setting for your campaign level. And if you need characters to lift small mountains, you can easily “dial” those tables to a level which best fits that particular game.

In addition, Fuzion was designed as a whole, not as a series of parts for different genres. That means we've tried to cover as many different conditions that we think might arise over hundreds of genres and settings instead of putting out new rules as new settings come up. This allows you more flexibility in creating your own genres; if you want to add starships to your fantasy game (like in Poul Anderson's *High Crusade*), you don't need to wait till we out out a specific book combining these elements. This is especially important when you consider the number of new genres and settings arising every day in animé, comics and movies—with zombie cowboys, parapsychic FBI agents, superpowered ninja rangers and so on.

Lastly, since Fuzion was designed from the roots of both the HERO and Interlock systems, it also has the advantage of being able to use previously published materials from both of these systems with very little conversion required. And since Fuzion can be applied to a wide variety of genres, it has been licensed to other game settings as well as RTG and HERO's settings, allowing players to use parts of these offspring systems as well.

For more on the Fuzion system, or to download your own copy of the Core Design Rules, visit the Fuzion Labs web site at <http://www.fuzion.com>

ABOUT KEYPAGES

Fuzion is built on the idea of Keypages. Each Keypage is designed to be an easy to follow chunk of information, divided into individual topics. Each topic is often boxed or otherwise separated from all the other topics.

As a general Rule, **Major topics** are always written in a bold, fully capitalized text:

1 WAYS TO USE FUZION

and are always prefaced with a black and white number box that lists the steps of the rules in order of how they are done. **Less important subjects** relating to the main topic are written in a bold, upper and lower case text, as below:

And How It Will Improve Your Life

but have no number box.

Also, most Keypage boxes will have some kind of **illustration** or **image** to highlight ideas or concepts in the text, making it easier to pick out particular rules by linking them to a graphic.

A final important thing about Keypages is that they are as **self contained** as possible; in general, all the tables and information pertaining to a concept will be on the individual Keypage, even if this means repeating a table, passage or illustration more than once. Keypages are designed to be self contained so that you don't have to spend a lot of time flipping around the book; in fact, most of the time, you can photocopy a particular Keypage and give it to your players to speed the process of creating characters, powers or mecha.

PLUG-INS, KEYS, SWITCHES, AND DIALS

Fuzion is unique in that it is designed to allow Referees to customize its functions to better fit the particular needs of their campaigns. This is done by using four important concepts, called **Plug-Ins**, **Switches**, **Dials**, and **Keys**.

Plug-ins are links to Fuzion's “parent” systems; R.Talsorian's *MEKTON* and HERO Game's *Champions*. A Plug-in is like a mini version of its parent (its elements are created using the parent system, in fact), but the Plug-in is simpler and has less complexity. Plug-Ins allow you to build simpler versions of Powers and Mecha for your Fuzion games. They can also be used to “port” powers and mecha built in the parent into Fuzion or back.

Switches are rules that could be turned on and off for your campaign without unbalancing everything else. Fuzion highlights those important, switchable rules and makes it easy to pick them out from the ones that really affect the total balance of the game. To use a switch, simply mark it ON in the upper box.

Dials are a way of setting the level of effect of a particular rule on your Fuzion campaign. Dials are usually set according to the Reality Level of the campaign; from Everyday (pretty much like real life) to Superheroic (the world of four color comics and mythology). To use a dial, you decide at the start of your campaign what reality level you want that particular rule to be set at, then checkmark the box next to that setting. The rule then automatically has that level of effect on your campaign. Dials are an incredibly powerful tool, because they allow you to tailor the rules of the campaign to exactly fit the required flavor. And since all Fuzion games use the same dials, it's easy to cross genres and worlds.

Keys are ideas or concepts that we think you'll find especially interesting; novel ways to use a rule or a new possibility for role-playing. Keys also point out important concepts in how Fuzion works. You use *these keys* to unlock your imagination.

LIFEPATH

This is the first step of creating a character; getting a concept and history established. Lifepath is a special flowchart of events, personality quirks and plot complications, which are used to give a character roleplaying depth and complexity. In effect, the Lifepath is your character's "origin story," telling where he came from, what he's done and what he's like. To use the Lifepath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed.



Switch: Complications [see pg. 14 - 15 for more details]

As part of the Lifepath process, you may also elect to take a few **COMPLICATIONS**: Situations, problems or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Option Points (pg. 13 Sec. ②) to be used in the creation of the character later. Note that in Fuzion, Complications are not just window dressing; a big part of getting more Option Points is roleplaying your complications.

Along the Lifepath you'll see certain events marked with these symbols. They are a signal that this particular event is a good place to link up to a possible Complication. For example, *Parents Murdered* would be a great place to take on a *Responsibility*, such as a *Dependent* (your baby sister), a *Vow* (to fight Evil) or a *Code of Honor* (Never Harm an Innocent).



1 Start by deciding what your character is like; **Basic Personality, Values, and world view.** You may either roll (2D6) these or choose one:

BASIC PERSONALITY

- 2 Shy and secretive
- 3 Rebellious, antisocial, violent
- 4 Arrogant, proud, and aloof
- 5 Moody, rash, and headstrong
- 6-7 Friendly and outgoing
- 8 Stable and serious
- 9 Silly and fluffheaded
- 10 Sneaky and deceptive
- 11 Intellectual and detached
- 12 Picky, fussy, and nervous

Go To **WHO YOU VALUE MOST**

WHO DO YOU VALUE MOST?

- 2 Child
- 3 Brother or sister
- 4 Friend
- 5-6 Lover
- 7 Yourself
- 8 Pet
- 9 Teacher or mentor
- 10 Public figure
- 11 Personal hero
- 12 No one

Go To **WHAT YOU VALUE MOST**

WHAT DO YOU VALUE MOST?

- 2 Money
- 3 Honor
- 4 Knowledge
- 5 Honesty
- 6-7 Friendship
- 8 Your Word
- 9 Love
- 10 Power
- 11 Having a good time
- 12 Vengeance

Go To **WORLD VIEW**

YOUR WORLD VIEW

- 2 Every person is a valuable individual.
- 3 I like almost everyone.
- 4 No one understands me.
- 5 People are sheep who need to be led.
- 6-7 I'm neutral to most people.
- 8 People must earn my respect. No free rides here.
- 9 People are untrustworthy. Be careful who you depend on.
- 10 No one's going to hurt me again.
- 11 People are *wonderful!*
- 12 People are scum and should be wiped out.

Go To **EARLY BACKGROUND**

2 Now move on to **Early Background and Childhood Events** (Roll for all of these):

EARLY BACKGROUND

What was your early upbringing like, economics wise? [Note: this has no effect on your current situation] Roll 2D6 and find out...

ROLL **FAMILY STATUS**:

- 2-3 **POOR**: Just scraping by, day by day.
- 4-6 **MIDDLE CLASS**: Like most kids, you were pretty run of the mill.
- 7-8 **WELL-TO-DO**: You went to good schools, wore nice clothes, had lots of treats.
- 9-10 **WEALTHY**: You had plenty of everything; even servants!
- 12 **RICH** (possibly nobility): You lived in the lap of luxury, lacking nothing.

What Comes Next?

Any Childhood Crises? Big problems or traumas? Roll **once** (1D6) below and go to the appropriate table:

- 1-3 **A BORING CHILDHOOD: GO TO LIFE EVENTS**
- 4-6 **GO TO CHILDHOOD EVENTS**

CHILDHOOD EVENTS



A crisis in your early youth! Roll 1D6 to see how your family was affected:

1-4 ONE OR SOME FAMILY MEMBERS WERE...

5-6 YOUR ENTIRE FAMILY WAS...

....then roll 1D6 for the rest of the story:

1-3 ENEMIES

- 1 betrayed by a friend or relative and lost everything they had.
- 2 exiled; you have returned under an alias.
- 3 murdered before your eyes.
- 4 Hunted by (or involved in a vendetta) with a powerful group, or organization.
- 5 abducted or mysteriously vanished; you were inexplicably left behind.
- 6 killed in war, terrorism, or disaster.

4-6 SECRETS

- 1 accused of a terrible crime they may (or may not) have committed. Roll 1D6: 1-3, they were imprisoned for 1D6+2 years; 4-6, they escaped imprisonment but are still under the gun.
- 2-3 considered to have some kind of unique birthright, ability or status.
- 4 unknown—you grew up alone, never knowing your true heritage.
- 5-6 not the real thing—you're adopted, and obsessed with finding your true family.

Go To **LIFE EVENTS**

LIFEPATH

3 Your third step is to chart the course of your life after Childhood by moving on to Life Events.


LIFE EVENTS: START HERE Roll 2D6+16 (or choose) to determine your age. For each year over 16, roll once below and go to the appropriate table:

- 1-2 **GOOD WITH THE BAD**
- 3-4 **FRIENDS AND ENEMIES**
- 5 **LOVE AND WAR**
- 6 **NOTHING HAPPENED THAT YEAR.**

When you have completed all the years up to the present, **Go to CURRENT SITUATION** to see where you are now.

FRIENDS & ENEMIES (roll 1D6)

1-3 MAKE AN ENEMY. ROLL 1D6 AND SEE BELOW

-  1 **ENEMY:** Bitter ex-friend or lover.
- 2 **ENEMY:** Relative.
- 3 **ENEMY:** Partner or co-worker.
- 4-5 **ENEMY:** From rival group or faction.
- 6 **ENEMY:** Powerful official or noble.

4-5 MAKE A FRIEND: ROLL 1D6 AND SEE BELOW




- 1 **FRIEND:** Like a brother, sister or parent to you.
- 2 **FRIEND:** Partner or co-worker.
- 3 **FRIEND:** Old lover (choose which one).
- 4 **FRIEND:** Old enemy (choose which one).
- 5-6 **FRIEND:** Have common interests/acquaintances.

Go BACK To LIFE EVENTS




LOVE & WAR (roll 1D6)

1-2 Had a Happy Love Affair: 'Nuff said.

3-4 Had Love Trouble! Any of these might be a good hook for a **COMPULSION, ENEMY, or PSYCHOLOGICAL** complication. Roll 1D6/see below:

-  1 Your lover's friends/family would use any means to get rid of you.
-  2 You fight constantly.
-  3 You've had a child! Roll for sex: Even=Female, Odd=Male. **RESPONSIBILITY** anyone?
- 4 One of you is "messing around."
- 5 You got married! Any further Love & War rolls refer to your marriage (or future divorce!)
- 6 It just isn't working out.


5-6 Had a Tragic Romance: Any of these might be a good hook for a **COMPULSION, ENEMY, or PSYCHOLOGICAL** complication. Roll 1D6 and see below:

-  1 Lover died in accident or was murdered.
-  2 Lover mysteriously vanished
-  3 Lover was kidnapped.
- 4 Lover was imprisoned or exiled
- 5 Lover went insane and is now "hospitalized."
- 6 Lover committed suicide







Go BACK To LIFE EVENTS

GOOD WITH THE BAD (roll 1D6)

1-3 SOMETHING GOOD: ROLL 1D6

- 1 **MAKE A CONNECTION** (see PERKS): A local power player (warlord, official, noble, whatever) befriends you. Their level of effectiveness is worth 1D6/2.
- 2 **MENTOR:** You gained a teacher or mentor in your life. This person has taught you one new skill up to a level of 1D6/2 (round up).
-  3-4 **FAVOR** (see PERKS): *Someone* owes you big time. Roll 1D6/2 to determine the level of the favor owed you. Type of contact subject to GM approval.
- 5 **MEMBERSHIP** (see PERKS): You have been nominated for membership in a select group. Roll 1D6/2 to determine your new status (organization is up to GM)
- 6 **WINDFALL:** Your financial ship just came in—an inheritance, lottery win, gambling score, or just a good investment Roll 2D6 x \$10,000 for the amount.

4-6 SOMETHING BAD: ROLL 1D6

-  1 **IMPRISONMENT:** You have been exiled, imprisoned, or held hostage (your choice). Roll 1D6 x 1 year for length of imprisonment. A good place for a **PSYCHOLOGICAL** complication.
-  2 **FALSELY ACCUSED:** You were set up, and now face arrest or worse. A good place for an **ENEMY** complication.
-  3 **ACCIDENT OR INJURY:** You were in some kind of terrible accident or maimed in some other way. A good place for a **PHYSIOLOGICAL** Complication.
-  4 **HUNTED:** You incurred the wrath of a powerful person, family or group. A good place for an **ENEMY** complication.
-  5 **MENTAL OR PHYSICAL ILLNESS:** You were struck down by a severe **PHYSIOLOGICAL** illness or **PSYCHOLOGICAL** complication.
-  6 **EMOTIONAL LOSS:** You lost someone you really cared about. 1-2; they were murdered. 3-4; they died by accident or illness. 5-6, they vanished, killed themselves or just up and left without any explanation.

Go BACK To LIFE EVENTS

4 CURRENT SITUATION

ROLL 2D6 TO DETERMINE WHERE YOUR LIFE IS RIGHT NOW:

- 2 You're involved in the underworld; criminal or black market activities.
- 3 You're involved in law enforcement, criminal investigation, or espionage work.
- 4 You're involved in government or other administrative duties.
- 5-7 You have a nameless, mundane "day job."
- 8 You're involved in business or high finance.
- 9 You're a freelancer; you work for yourself
- 10 You're involved in craft-work or construction
- 11 You're involved in research or scientific study.
- 12 You're involved in a military or paramilitary organization.

Go To CURRENT OUTLOOK

5 CURRENT OUTLOOK

ROLL 1D6 TO DETERMINE WHERE YOUR LIFE IS RIGHT NOW:

- 1 I hate my life, but I can't change it.
- 2 My life is crazy and out of control.
- 3 I crave more adventure and thrills
- 4 I crave more romance and passion.
- 5 I crave more money and power.
- 6 Life is good!

6 End Lifepath, or if Super, go on to Origin Path, (pg. 6)

ORIGIN PATH

ORIGIN LIFEPATH

So you're a Superhero? But how did you get these Powers and Abilities? That's where Origin Path comes in. With Origin Path, you can roll the dice as indicated or pick from the following tables in order to put together an origin for your character's powers and abilities. Write down the results from each table; this gives you a bare outline of where the character's powers originated; the player (perhaps working with the GM) should create a complete origin story based on the information from the tables. For an especially interesting origin, try rolling through these tables twice and combining the origins. Many characters may have abilities derived from more than one source.

The GM should work the origin into the campaign's continuity and history. Look for ways to relate each character's origin to other characters and to villains. The GM may want to keep some or all of this information a secret, to be revealed in the course of adventuring.

Take the results from these tables and weave them together into a story that explains your character's background and origin. These should suggest the character's powers, skills, and especially Complications. The GM can help by suggesting connections to people and events in the campaign (or the GM may want to keep some of these secret from the player for a surprising plot twist later).

Most characters with a number of Skills (particularly Martial Artists and Gadgeteers) will want to roll on the Training Origin Table to find out where they learned their Skills, if it's not already apparent from the rest of their Origin results.






1 START WITH A CHARACTER TYPE (roll 2D6)

These general character types contain all of the standard comic book archetypes. Many characters are a combination of types; usually they'll have one Major (about 2/3 of their Power Points) and one Minor (about 1/3 of their Power Points) if they do combine two types. Most well-rounded characters should have some offensive ability (which may be Strength or Martial Arts), some defensive ability (which may be high Stun Defense, or high Stun or Hits, or a high Dexterity, or defensive powers, or some combination of those), and some movement ability (though this may be the team's vehicle). Remember, though, that all player characters must follow the Rule of X (see page 34 for details).

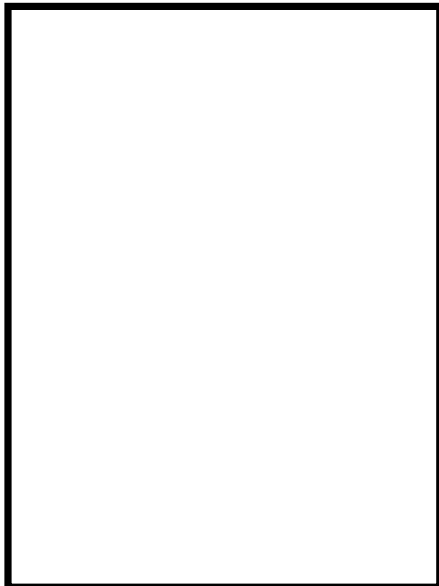
ROLL CHARACTER TYPE AND POWER SOURCE

- 2 **Mentalist:** Specializes in mental powers and related powers. Often fairly normal physically, usually with a high Will. Usually Psionics Special Effects (SFX). **ROLL ON POWER SOURCE TABLE**
- 3 **Shapechanger:** This is a broad category that includes growing, shrinking, density increase, or any change in shape or form that's the main source of powers. Often specializes in high stats; sometimes unusual powers like Adjustment Powers. Often combined with another type like Brick. Commonly Biochemical or Kinetic SFX, sometimes others. **ROLL ON POWER SOURCE TABLE**
- 4 **Gadgeteer:** Specializes in using equipment as powers. Often has a wide range of powers bought as gadgets, perhaps not very high physical stats. Many different SFX, usually not Gate Key Power, Magic, or Psionics. Gadgets are bought as a Complication. **TECHNOLOGY; ROLL ON POWER DEVELOPMENT TABLE**
- 5 **Powered Armor:** Wears an armored suit with built-in gadgets to generate powers. Could be a Brick or an Energy Projector by using the suit powers. Many different SFX, usually not Gate Key Power, Magic, or Psionics. Suit is bought as a Complication. **TECHNOLOGY; ROLL ON POWER DEVELOPMENT TABLE**
- 6 **Martial Artist:** A warrior specializing in fighting skills, often with a high REF and DEX. Usually specializes in skills with few powers; sometimes trades Power Points in for Option Points. **ROLL ON MARTIAL ARTIST TYPE TABLE**
- 7 **Brick:** Specializes in high STR, usually high defenses and physical stats. Sometimes ends up exchanging Power Points for more Characteristic Points. **ROLL ON POWER SOURCE TABLE**
- 8 **Energy Projector:** Specializes in energy blasts of various types; often has Flight, sometimes Force Field. All types of SFX. **ROLL ON POWER SOURCE TABLE**
- 9 **Super Mage:** Specializes in magic, which can cover almost any power or ability. Usually not very high physical stats, but often high mental stats. Often Magic SFX, but can easily generate SFX of any type. **MAGIC; SEE MAGIC ORIGIN**
- 10 **Speedster:** Specializes in movement powers and associated attacks and defenses. Often has a high DEX, sometimes a high REF and SPD rating. Usually Kinetic SFX. **ROLL ON POWER SOURCE TABLE**
- 11 **Weird:** All sorts of strange and unclassifiable collections of powers and other abilities. Often not a well-rounded character, depending on the rest of the team in some circumstances. Any SFX possible. **ROLL ON POWER SOURCE TABLE**
- 12 Roll twice and add types

Power Source (roll 2D6)

- | Roll | Power Source |
|---|---|
| 2 | Gate Key: (Direct Usage)
 Uses a Gate Key directly (via some hyperdimensional tap, usually) as the source of powers. Very rare, very powerful, and very dangerous, as this attracts the attention of entities such as Dr. Destroyer. |
| 3-4 | Psionics: Powers of the mind, which can be from a variety of sources. Roll 2D6 +1 on the POWER TYPE TABLE (13 counts as a 12 result) then come back here to find the type of Psionic powers. For inherent powers, use the Inherent Psionics Origin Table to find the origin. For equipment or acquired powers, use the Power Development Table and then the Acquired Psionics Origin Table to find the origin. |
| | ROLL 2D6 INHERENT PSIONICS ORIGIN |
| 2-7 | Mutant: Roll on Mutant Origin Table |
| 8-10 | Non-human: Roll on Non-human Origin Table |
| 11-12 | Other: Inherited from some family bloodline, or GM invents a source |
| | ROLL 2D6 ACQUIRED PSIONICS ORIGIN |
| 2-4 | Unusual: Roll on Power Source Table, ignore Psionics results |
|  5-6 | Project Mind Alive: May Have Hunted Complication |
|  7-8 | PSI: May have Hunted Complication |
|  9 | Mutaphetamine: May have Vulnerability Complication |
|  10 | Wildstrike: May have Distinctive Looks Complication |
| 11 | Other: GM or player invents new origin |
| 12 | Other: (Create a new Source or use Psionics) |
| 5-6 | Magic: Roll on Power Type Table |
| 7 | Non-human: Roll on Power Type Table |
| 8 | Mutant: [Inherent Powers] Roll on Mutant Origin Table |
| 9-10 | Technology: [Equipment] Roll on Power Development Table |
| 11 | Altered: [Acquired Powers] Roll on Power Development Table |
| 12 | Other: Roll twice and combine sources |

ORIGIN PATH



Magic Origin

Roll on the Power Type Table and then refer to the list below with your results.

Magic Equipment: Roll 1D6+5 on Power Development Table; Roll on Origin Table

Inherent Magic: Roll on Origin Table to learn from where

Acquired Magic: Roll on Power Development Table;

Created = Self-taught; Roll on Magic Origin table to learn from where.

MAGIC ORIGIN TABLE

- 2D6 Origin**
- 2-5 **Extra-dimensional:** The Shadow Realm or other
 - 6-7 **The Lodge:** Possible dependent NPC, Hunted Complications
 - 8-9 **The Brotherhood Arcane:** Possible Hunted Complication
 - 10-11 **Hidden places:** Roll 1D6 — 1-2 *Tangut*, 3-4 *Mulung*, 5-6 *Samarkan*
 - 12 **Other:** GM makes up new origin, or roll twice and add

Nonhuman Origin

- 2D6 Origin**
- 2-4 **Artificial:** Robot or android. Roll on Technology Origin Table to find source.
 - 5-6 **Other Alien:** Trepahaan, Mellanian, or GM invents an alien race
 - 7-9 **Kraan:** Usually connected with the 1947 saucer crash.
 - 10-11 **Extra-dimensional:** The Shadow Realm or other (GM choice).
 - 12 **Other:** GM makes up new origin, or roll twice and add types

Mutant Origin

- 2D6 Origin**
- 2-7 **Gate Key:** GM decides details.
 - 8-11 **New:** GM decides where located, family members, etc.
 - 7-9 **Kraan:** Usually connected with the 1947 saucer crash.
 - 12 **Other:** GM makes up new origin.

Technology Origin

- 2D6 Origin**
- 2-4 **Lone inventor:** Could be a normal or a paranormal inventor.
 - 5-6 **VIPER:** GM decides which base, other circumstances.
 - 7 **Odyssey Research:** GM decides where and why
 - 8-9 **UNTIL:** GM decides which base, other circumstances.
 - 10 **PanStar:** GM decides where and why
 - 11 **Secret government project:** GM decides which gov't, which project.
 - 12 **Other:** GM makes up new origin, or roll twice and combine types

Training Origin

- 2D6 Origin**
- 2-4 **Self-taught:** Learned from a variety of sources, mostly self-guided.
 - 5-6 **Mentor:** Learned from one person; possible Dependent Complication.
 - 7-9 **Organization:** Roll on appropriate Origin Table to find out which.
 - 10-11 **Government:** GM decides where and why.
 - 12 **Other:** GM makes up new origin, or roll twice and combine types

Altered Human Origin

- 2D6 Origin**
- 2-3 **Marakat/Harmony-Dawn:** GM decides where and when; possible Hunted.
 - 4-6 **Hannya Island:** Possible Hunted, Distinctive Looks.
 - 7-8 **VIPER:** GM decides where and when; Possible Hunted.
 - 9-10 **Wildstrike:** Usually has Distinctive Looks.
 - 11 **Mutaphetamine:** Possible Vulnerability.
 - 12 **Other:** GM makes up new origin, or roll twice and combine types

Power Type

Does the power come from equipment, is the power inherent in the character, or did the character develop the power somehow?

POWER TYPE TABLE

2D6	Power Type	Result
2-5	Equipment:	Roll on Power Development Table
6-9	Inherent:	Roll on appropriate Origin Table
10-12	Acquired:	Roll on Power Development Table

Power Development

How did the character first acquire the power?

- 2D6 Power/Equipment Was**
- 2-5 **Self-created:** Invented by character; should have necessary skills
 - 6-8 **Imbued/Given:** Roll on appropriate Origin Table to find benefactor
 - 9-10 **Accidental/Found:** Roll on appropriate Origin Table to find source
 - 11-12 **Stolen:** Roll on appropriate Origin Table to find source.

Martial Artist Type

- 2D6 TYPE**
- 2-4 **Natural:** Ability from within; roll on Nonhuman or Altered Origin Table.
 - 5-6 **Power:** Has some powers; roll on Power Source Table.
 - 7-8 **Classic:** Pure skill and human ability; physical and combat stats high.
 - 9-11 **Weapon:** Uses a weapon (with power); roll on Power Development Table
 - 12 **Other:** GM makes up new type, or roll twice and combine 2 types

Now that you have your Basic Lifepath History and the Origin of your Superhuman Powers, let's put some numerical meat on the bones of your Concept with some Characteristics!

CHARACTERISTICS

Characteristics (also called *Stats*) are **NUMBERS** that describe your character's ability as compared to everyone else in the universe. All people and creatures can be described (or *written up*) using Characteristics; this lets you compare one person to another, which is often important in the game. For instance, a person with a Strength Characteristic of 5 is stronger than a person with a Strength Characteristic of 4, but not as strong as a person with a Strength Characteristic of 6.

1 WHAT THE NUMBERS MEAN

Characteristics define the basic structure of a character, and the numbers show how good a Characteristic is relative to other people. But before we can go on to actually constructing that character, we'll need to know something about the type of character it will be. Is he an everyman who finds himself suddenly catapulted into a life of adventure? Is he a seasoned veteran who is trained to face danger without flinching? Is he an idealistic crimefighter granted strange superhuman abilities that have allowed him to fight against Evil? And what numbers best represent a character?

Here's a handy set of descriptions that can be applied to numbers for each Characteristic. We've also included descriptions for **Skills** as well, to give a total perspective of character scale.

VALUE	LABEL	CHARACTERISTIC	SKILL
LESS THAN 1	CHALLENGED	Everyday tasks involving this Characteristic are difficult. This value is found in children, elderly people, or those weakened by illness or infirmity.	You don't know how to do this task at all.
1-2	EVERYDAY	Many ordinary people around the world are likely to have some Characteristics at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks).	You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	COMPETENT	You are competent at everyday tasks involving this Characteristic. Most healthy adults have some Characteristics that fall into this range. This is the realm of everyday "heroes" such as policemen, firemen, paramedics, technicians, etc.	You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	HEROIC	You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more Characteristics in this range. This is the realm of professional mercenaries, top soldiers, special police, scientists, and TV heroes.	You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	INCREDIBLE	You are extremely capable in this area, among the very best in the world; an Olympic athlete, Nobel-winning scientist, a 10th dan martial artist might have a Characteristic in this range. This is also the realm of kung fu heroes, action movie cops, and other not-quite-impossible people.	A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9-10	LEGENDARY	This is a level that only a few ever reach; it's simply the best a human can possibly be. This is the realm of super martial artists like Jackie Chan, geniuses like Einstein, or action movie stars with a big effects budget and a lot of stunt men.	A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.
MORE THAN 10	SUPERHEROIC	At this point, your Characteristic value means that you have crossed into the realm of the superhuman. Your capability in this area is unbelievable to normal humans. A Characteristic at this level is found in comic books, science fiction, fantasy, or mythology.	Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

These value ranges may overlap some, particularly at the lower end of the range. Normal people often have values of 1 to 4, for instance. Usually 7 is the value where the real world stops and where fiction begins to take over. Note also that many characters will have Characteristics and Skills in a wide range of values. Even a superhero may have most Characteristics in the Competent to Heroic range, with only a few being Superheroic or Legendary. Characters in heroic campaigns may have one or two Characteristics in the Incredible range, and the rest Competent or Heroic. Most characters have some abilities they perform better than others; it's rare to have someone with the same Characteristic values across the board.

2 CAMPAIGN REALITY LEVELS

One of the advantages of Fuzion's various Dials, Switches and Plug-ins is that it allows Referees to "custom tailor" the reality level of their campaigns.

One way to do this is to place implicit maximum levels on character Characteristics. Another way is to use a Dial to alter the "reality level" of *majority* of the campaign; for instance, in a Superheroic setting, it may be common for people to lift a ton and dodge machinegun bullets, but in Everyday life, you'd better dial that Strength way down and the accuracy of Uzis way up.

Heres' a few examples of campaign reality levels:

EVERYDAY [REALISTIC] • CHARACTERISTIC MAX 7

This is reality on the mundane side. People here are generally out of shape, unremarkable, and not super bright, but they get along in everyday life just fine. At this level, adventure is something that happens to others; your idea of action is visiting Denny's at midnight.

COMPETENT [SEMI-REALISTIC.] • CHARACTERISTIC MAX 7

This a reality many of us live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Campaigns in this kind of reality rarely if ever encounter supernatural powers or feats; a bank robbery would be a *lot* of excitement at this reality level.

HEROIC [ELITE, TV SHOW] • CHARACTERISTIC MAX 7

This is the reality that only a few of us live in—Green Beret combat specialists, SWAT team members, FBI agents and spies. Most people in this kind of campaign are equivalent to the TV heroes; better looking, more competent, and with stuntmen. A typical adventure at this reality level would be a drug sting, a hostage rescue, or a rugged trip into the jungle.

INCREDIBLE [OLYMPICS, MOVIES] • CHARACTERISTIC MAX 9

Save for the feats of Olympic athletes, gorgeous supermodels, top sports stars, world leaders, and Nobel Prize winners, you have now left reality altogether. This is also the realm of low budget action films; where the heroes battle international gangsters and invading aliens. Typical Incredible reality adventures are much like Heroic ones, but with bigger weapons and world-spanning plots.

LEGENDARY [ACTION BLOCKBUSTER] • CHARACTERISTIC MAX 10

This is the realm of Hollywood blockbusters, where characters fight aliens on top of helicopters and save the world regularly. Most "animé heroes" or "realistic" superheroic campaigns fall into this reality; you probably won't ever find "real people" at this level, unless they are Albert Einstein, Carl Lewis, or Helen of Troy.

SUPERHEROIC [COMIC BOOKS, MYTHS] • NO LIMIT

This is the reality level of most four color comics or mythology. Superpowers or superhuman skills are common, and adventurers regularly save entire Galactic Empires and thwart demigods.

CHARACTERISTICS

FUZION GAME TERMS AND DEFINITIONS

No matter what level of Fuzion you will be using, you will encounter the following definitions and terms:

ACTION VALUE [AV]: The total of a Characteristic and a Skill. Also known as an **Attack Value**.

ACTION TOTAL [AT]: The total of your Action Value plus a die roll. Also known as an **Attack Total**.

ATTACK ROLL: Rolling dice and adding them to your Attack (or Action) Value to determine whether or not you succeeded.

CHARACTERISTIC (AKA STAT): A number that shows your character's ability in an area, compared to everybody else. Characteristics determine how strong, smart or agile the character naturally is. The higher the number, the more powerful the characteristic. *Example: Strength is a Characteristic; Strength 8 is stronger than Strength 3.*

CHARACTERISTIC POINTS [CP]: These are used to buy the basic Characteristics of the character.

CAMPAIGN OPTIONS: These are Skills, Talents, Traits, or Equipment with which characters can fight, protect themselves and generally adventure. These may also include Powers and abilities beyond those of mortal men.

COMPLICATIONS: Situations, Campaign Elements, or personal limitations that enhance the roleplaying aspect of the character, generated as part of the Lifepath process (below). Some problems are external; enemies or physical liabilities; others are internal qualities of the character; these can be good, bad or mixed.

DICE: Throughout Fuzion, three standard six-sided die (plural: dice) is used as the default. As an option, the GM can decide to use a 10-sided die for task Resolution rolls (instead of the 3 6-sided dice), but 6-sided dice are always used for damage.

DIFFICULTY VALUE [DV]: The number you need to meet or beat in order to succeed at a task. Also known as a **Defense Value** when comprised of a Characteristic plus a Skill.

ENERGY DEFENSE [ED]: Your ability to shrug off energy-based attacks, measured as an "armor" that reduces this kind of Stun damage.

GAMEMASTER [GM]: The person who runs the Fuzion game, playing the parts of all characters not taken by the Players.

HITS: An arbitrary measure of "life energy". When you have lost all your Hits, you are dying.

KILLING DEFENSE [KD]: Armor. Also the ability to shrug off all types of Killing damage. Usually subtracted from the amount done.

KILLS: A larger scale of damage used when attacking military (or huge) vehicles and structures. Things that do damage in Hits or SDP cannot damage things with Kills.

KILLING DAMAGE: Physical, deadly wounds, subtracted from your Hits.

NPC: A **Non-Player Character** portrayed by the GM.

OPTION POINTS [OP]: These are points used to buy the "stuff" the character owns, knows or can do, such as Skills, Talents, Perks, or Powers.

PERK: A useful privilege or contact a character has special access to.

POWER: An innate, superhuman ability that cannot usually be learned or taught, usually quite powerful. An example might be the ability to fly or fire bolts of energy. Purchased from a separate pool of Power Points.

SKILL: An ability that can be learned or taught, such as playing an instrument or using a weapon.

STRUCTURAL DAMAGE POINTS [SDP]: Damage to structures and vehicles

STUN POINTS: A measure of consciousness or awareness. When your Stun Points are at 0, you are unconscious.

STUN DAMAGE: Shocks to your consciousness, subtracted from Stun.

STUN DEFENSE [SD]: Your ability to shrug off shocks to your consciousness, measured as an "armor" that reduces Stun damage.

TALENT: An innate ability, (but not necessarily superhuman) that can't be learned or taught; i.e., a bump of direction or ability to see in the dark.

TASK: A thing that you do, such as picking a lock or firing a gun. Any use of a Skill or any Attack is a Task. See Task Resolution.

TASK RESOLUTION: The way you figure out whether or not you succeed at a task you attempt, in Fuzion.

3 PRIMARY vs DERIVED CHARACTERISTICS

There are two kinds of Characteristics in Fuzion. **Primary Characteristics** are "bought", using a pool of points which we'll discuss below. A good example of a Primary Characteristic would be a character's **BODY** characteristic, used to judge how tough he is. **Derived Characteristics** are created by applying a simple mathematical formula to a specific Characteristic. A good example of a Derived Characteristic would be a character's **STUN**, which is figured by multiplying his **BODY** by 5.

Both Primary and Derived Characteristics will vary from campaign to campaign, so for right now, we'll just discuss the basic method of buying characteristics in all cases.

4 CHARACTERISTIC POINTS: The Power to Buy

The power to buy your Primary Characteristics comes from a pool of points called **Characteristic Points (CP)**, given to you by the GM when you make your character.

But how do you determine that value? The best option is for the GM to multiply the number of Primary Characteristics by the average value the GM wants the characters to have; this will give you the starting Characteristic Points for the campaign.

Example: In a Fuzion campaign with 10 Primary Characteristics, the GM wants to have Heroic characters; he gives them (10 x 5 = 50) Points.

Referees should consider this simple guideline to determine the number of Characteristic Points to give beginning characters:

CAMPAIGN STYLE	PTS. PER CHARACTERISTIC
<input type="checkbox"/> EVERYDAY [REALISTIC]	1-2 PTS.
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	3-4 PTS.
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	5-6 PTS.
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	7-8 PTS.
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	9-10 PTS.
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	10+ PTS.

5 BUYING CHARACTERISTICS

Primaries Characteristics are purchased at a ratio of 1 Characteristic Point [CP] for one level of ability. *Example: I want to have a Strength of 5. I pay 5 CP.* You must put at least one Characteristic Points in each Characteristic; the maximum level you can buy in any one Characteristic is normally 7-8 for a normal human; however, if you are creating a Superhuman (or your GM allows it), you can put as many points into a single Characteristic you want.. The GM may also set his own limits on the value of any or all Characteristics.

Now that you've got the basics down, it's time to put what you've learned to work by making a character of your own, starting on Page 10!

PRIMARY CHARACTERISTICS

Now that you have an idea of what the Characteristic and Skill ranges are for different kinds of characters, it's time to actually construct one. Total Fuzion's flexible structure allows you to build a character with lots of depth and fine tuning, as well as giving you the ability to add new Characteristics or remove them as a campaign demands.

TYPICAL PRIMARY CHARACTERISTICS

1 In a typical Total Fuzion campaign, characters will have 10 Primary Characteristics, arranged into four groups:

MENTAL GROUP

① **Intelligence (INT):** How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.

② **Willpower (WILL):** Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.

③ **Presence (PRE):** Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

COMBAT GROUP

④ **Technique (TECH):** Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.

⑤ **Reflexes (REF):** Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, this is the Characteristic that shows your chance to hit things.

⑥ **Dexterity (DEX):** Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Characteristic is used to avoid being hit.

PHYSICAL GROUP

⑦ **Constitution (CON):** How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

⑧ **Strength (STR):** Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

⑨ **Body (BODY):** Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage you can take is derived from this.

MOVEMENT GROUP

⑩ **Movement (MOVE):** Your speed of movement; running, leaping, swimming, etc. There is only one Primary Characteristic in this group; the rest are Derived (pg. 12)

CREATING A CHARACTER

2 To create a Fuzion character, you'll need some **CHARACTERISTIC POINTS** (pg. 9 sec. 15). Primary Characteristics are purchased at a ratio of 1 Characteristic Points [CP] for one level of ability in the Characteristic. **You must put at least one Point in each Characteristic.** In general, the maximum amount you can put in any one Characteristic will be 8 for humans; however, if you are creating an alien or other superhuman (or your GM allows it), you can put as many points into a Characteristic as you want.

NAME: _____	
PLAYER: _____	
VALUE	CHARACTERISTIC
①	INT=[INT ÷3]
②	WILL=[EGO ÷3]
③	PRE= [PRE ÷3]
④	TECH=[(DEX+INT) ÷6]
⑤	REF=OCV
⑥	DEX=[DEX ÷3]
⑦	CON=[(PD+ED) ÷4]
⑧	STR=[STR ÷3]* <small>*SUPERS=STR+5</small>
⑨	BODY=[STUN ÷5]
⑩	MOVE=INCHES ÷1.5
PTS	

Above: Here's a typical Primary Characteristic sheet.

PLAYER: _____	
VALUE	CHARACTERISTIC
8	INT=[INT ÷3]
3	WILL=[EGO ÷3]
6	PRE= [PRE ÷3]
6	TECH=[(DEX+INT) ÷6]
8	REF=OCV
7	DEX=[DEX ÷3]
6	CON=[(PD+ED) ÷4]
7	STR=[STR ÷3]* <small>*SUPERS=STR+5</small>
5	BODY=[STUN ÷5]
4	MOVE=INCHES ÷1.5
PTS	
SD=[CON x2]	
RUN [MOVEx2]	

Above: Steve is in a Heroic campaign with 10 Primary Characteristics. He gets 10x6=60 points. The above example shows how he allocates those points to create his character.



Key Idea: Adding/Removing Characteristics

Fuzion's design allows Referees to change, add, or remove Characteristics for your individual campaigns. All you have to do is create the new Characteristic, assign it to one of the four groups and grant the player points for it based on the average level for Characteristics in the game. *Example: in a Heroic campaign, the average pt. range is 5-6 points per Characteristic. To add a new Characteristic, you'll give your players 5-6 extra points and allow them to rearrange them as desired throughout the whole group.*

Referees should always emphasize the importance of all Characteristics in their Campaigns (since the cost will be the same anyway). Don't let your players get away with just having good combat abilities; make them deal with problems too!

DERIVED CHARACTERISTICS

		MOVE=INCHES ÷1.5		
3	12	SD=[CON x2]	8	RUN [MOVEx2] 5
	12	ED=[CON x2]	12	SPRINT [MOVEx3]
	4	SPD=[REF÷2]	4	SWIM [MOVEx1]
4	13	REC=[STR+CON]	4	LEAP [MOVEx1]
	60	END=[CON x10]	9	RESISTANCE [WILLx3]
1	25	STUN=[BODY x5]		Pts
2	25	HITS=[BODY x5]		Skill

ABOVE: Derived Characteristics for Steve's Character Sheet (see previous page).

3 DERIVED CHARACTERISTICS
Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics.

The following Derived Characteristics are common to most Fuzion campaigns. If your character does not have the exact Primary Characteristic the Derived Characteristic comes from, you can either use the Characteristic's group value or a one determined by the GM of your campaign:

❶ **Stun [BODY x 5]:** How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. **IMPORTANT:** At the start, you may elect to *move* points from

Stun into Hits or vice versa, as long as the total moved is limited to 1/2 of the starting Stun Value. *Example: with 35 Stun and 35 Hits, I could move up to 17 points from Stun into my Hits or up to 17 points from Hits into my Stun.*

❷ **Hits [BODY x 5]:** How much killing damage you can take before you are dying. Any Armor you have may be subtracted from any Killing damage you take. You may move Hit points into Stun and vice versa (see above).

❸ **Stun Defense (aka SD) [CON x 2]:** How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

❹ **Recovery (REC) [STR+CON]:** This Characteristic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.

❺ **Run (aka *Combat Move*) [MOVE x 2m], Sprint (aka *Non-combat Move*) [Move x 3m], Swim [MOVE x 1m], Leap [MOVE x 1m]:** How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

4 OPTIONAL DERIVED CHARACTERISTICS

Optional Derived Characteristics are Characteristics that may not be present in every Fuzion campaign. In an Old West campaign, for example, you may not ever need to have a Derived Characteristic for defense against lasers. But because these are derived from Primary Characteristics, you can always generate an Optional Derived Characteristic when you need one, allowing you to transfer characters between genres. Although these will vary from campaign to campaign, a few typical Optional Derived Characteristics are:

Luck [INT+REF]: Fate acting on your behalf. Each game session you may take points from this Derived Characteristic and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until the next game session. You've "run out of Luck."


Endurance (END) [CON x 10]: This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a superpower or talent). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action (pg. 50), which restores as much END as your REC (see above).

Energy Defense (ED) [CON x 2]: How resistant you are to damage from lasers, electricity, force beams, and other "energy-based" threats. Calculated as points that are subtracted from "energy" damage only. ED is calculated from the same Primary Characteristic as SD; you can elect to move points from one to the other when you create the character (*not afterwards!*). The amount you can move may not be greater than one half the starting value. *Example: With a CON of 6, I have 12 Energy Defense and 12 Stun Defense. I decide to beef up my SD at the cost of my ED, moving up to a max of 6 points from one to the other.*

Speed (SPD) [1/2 of REF]: This Characteristic is used to measure a character's reactions. Speed can be used to determine either when you move during the course of action, or how many things you can do in a specific time period (especially when using an optional Speed table such as the one used in *Champions*, 4th edition).

Resistance (RES) [WILLx3]: Your ability to resist mental or psychological attacks or stress; basically your mental "Hits".

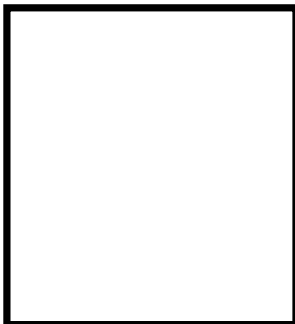
Humanity (HUM) [PRE x10]: Your basic morality and humanity. Used often in games where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Characteristic, a corresponding one point is lost from your Presence Characteristic; when it is reduced to 0, the character becomes technically insane and his actions are taken over by the GM to reflect this.

 **D**eriving allows Referees to create new Characteristics on the fly, leaving their original Characteristics unchanged. This means as you move characters between Fuzion campaigns, you'll find it easy to both create and generate new Derived Characteristics, even if you didn't have them to begin with.

5 Increasing or Decreasing Characteristics (Primary)

Characteristics generally may not be increased or decreased directly. However, certain Talents or Powers that may or may not be available in your campaign setting may allow you to increase a Characteristic, either temporarily or permanently. Certain Complications may also decrease a Characteristic. Or, as last resort, you may attempt to convince your GM to allow you to use Option Points (pg. 13) to increase a Characteristic at a ratio of **five OP** for every point of Characteristic increase.

CAMPAIGN OPTIONS



1 CAMPAIGN OPTIONS

In any campaign, characters will need to get the basic Skills, Talents, & Perks and Equipment with which to fight, protect themselves, and generally adventure. These CAMPAIGN OPTIONS are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each GM's decisions. But as a general rule, they all break down into SKILLS, TALENTS, & PERKS, EQUIPMENT, and POWERS; all of which are purchased using Campaign Option Points [OP].

2 OPTION POINTS

When starting a new character; everything he/she owns or knows is purchased with OPTION POINTS (OP). Why is this? The main reason is that it allows players to accurately scale characters; everything costs Option Points, and you know what you're getting in relation to something else. This also makes it harder for players to create characters who are unfair or unbalanced in relationship to other characters; as long as you have similar levels of Option Points, you know that any two characters will be relatively similar in terms of what they have, know or can do. **Option Points are given to Players by the GM at the start of character creation** (still more points will come from Complications and experience awards).

The following point values are merely guidelines based on the style of the campaign.

Individual campaigns may have very different numbers.

After character creation,

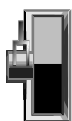
all remaining Option Points can be converted to money units on a 100 money units to 1 OP basis (whether gold, credits eurobucks, yen, zolotnies, whatever).

CAMPAIGN STYLE	OPTION POINTS
<input type="checkbox"/> EVERYDAY [REALISTIC]	20–30
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	30–40
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	40–50
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	50–60
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	60–70
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	70–100

3 Trading Option Points for Characteristic Points (Primary)

Option Points are not normally interchangeable with Characteristic Points (which are used only to buy Characteristics)

However, in certain situations (such as superheroic games or where a character has undergone some sweeping or fundamental change), you can use Option Points to raise a Characteristic at a ratio of five Option Points to one Characteristic Point. **These improvements must be granted by the GM of the particular game you are in.**



4 Inherent Options, Gadgets, & Bought Options

Inherent options are things that are *part* of the character; they are as much a part of him as his Characteristics. They cannot be taken from him (under most circumstances), but they also cannot be used by anyone else. Inherent items usually include Skills, Talents, Perks and (where applicable) Powers, and are always purchased with Option Points.

In contrast, a **Gadget** is something that is bought with Power Points just like a Power, but is a distinct, *separate* thing from the person that created it. This allows it to be used by others, but also means it can be destroyed or otherwise taken away. When this happens, the points used to construct the Gadget are not lost per se, but the Gadget must be then *re-acquired* or *rebuilt* via roleplaying. (A quest for a lost Gadget is a gold mine for any enterprising GM!). Good examples of Gadgets are magical items, special weapons, or superpowered equipment that is integral to the character (like a utility belt, armor suit or power source). Anything that is not commonly available ("on the shelf") technology is a Gadget and should be paid for with Power Points.

Bought Options are things that can be paid for with money. Bought items most often include vehicles and equipment. Unlike Inherent options, bought options can be used by others. They can also be destroyed or taken away from a character and must be replaced by using money or new Option Points gained through Experience (pg. 34). In general, any piece of equipment that is commonly available ("on the shelf") should be purchased with Option Points or money.

5 Buying Powers with Power Points (PP)

Because Powers (pg. 22) can inherently unbalance most games, you should provide players in superheroic or magical settings with a *separate* pool of Points just for buying initial Powers. This not only gives the GM a better handle on controlling the effects of Powers on his game, but also makes it easier to improve these Powers by adding new points to this separate pool.

Important: If allowing players to put extra Option Points into this separate point group, remember that 5 OP= 1 Power Point.

Can't Find the Power You Want?

Maybe you're looking in the *wrong place*. Many superheroic Powers are actually superhuman Characteristics instead. If you really want to build a guy with a STR of 25, get your GM's permission to exchange some of your Power or Option Points for Characteristic Points. Power points interchange with Characteristics on a 1 to 1 basis; Option Points on a 5 to 1 basis.

Not Enough Power Points?

With the permission of the GM, you can add Option Points to your Power pool at a ratio of **five** Option Points to one Power Point.

6 Buying Complex Things with Power Points

While Option Points *can* be translated into money with which to buy equipment, complex things (like vehicles) can also be rated in points *independent* of their monetary value. After all, a tractor might cost \$50,000⁹⁹, but how useful would it be to your character? It's not worth 500 OP, that's for sure!

For this reason, most vehicles, mecha and large weapons in FUZION will have a Power Point value listed separate from their monetary cost, based on the same 5 to 1 ratio used to buy Powers (above) So if a GM wants his players to buy their own Big Hardware, he should make sure to give them an extra 100~150 OP to play with!

COMPLICATIONS

One way to get more Option Points when creating a character is to take on a few Complications—social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events [pg. 4 - 5] to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its FREQUENCY, INTENSITY AND IMPORTANCE:

1 FREQUENCY

Just how often does your problem impact your life? The answer is the problem's Frequency; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

FREQUENCY	VALUE	GUIDELINE
INFREQUENTLY	5	Once every few gaming sessions
FREQUENTLY	10	Once every gaming session
CONSTANTLY	15	More than once every gaming session

2 INTENSITY

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis () right after it, but we also provide you with a handy table of general roleplaying guidelines:

INTENSITY/VALUE	GUIDELINE
MILD [5]	May roleplay to overcome it, or make Everyday WILL+Concentration Roll to overcome it
STRONG [10]	Must roleplay it and make Exceptional WILL+Concentration Roll to overcome it
SEVERE [15]	Must roleplay it and make Incredible WILL+Concentration Roll to overcome it
EXTREME [20]	Must roleplay it and make Legendary WILL+Concentration Roll to overcome it

Example: *Stubborn: Risk incarceration, bodily harm or financial/ social ruin [10] means the Intensity of this Complication will get you 10 points.*

3 IMPORTANCE

Importance rates how important the Complication is to the character and the Campaign. For example, taking *Foreigner* in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your roleplaying. The final application is up to the GM.

IMPORTANCE & VALUE	GUIDELINE
MINOR [divide by 5]	Minor effect on combat or damage, with minor (-1) effect on skills or world reaction.
MAJOR [divide by 2]	Major effect on combat (-3), or 1 and half times damage, serious effect on skills or world reaction, or puts character into danger.
EXTREME [x1]	Extreme effect on combat (-5), or 2x damage, or extreme effect on skills or world reaction, or puts character into extreme danger.

4 TO DETERMINE A COMPLICATION'S VALUE

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. Example: *I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth (10+10)/5 = 4 Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!*



PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

ABSENT MINDED. You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).
BIPOLAR. You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).
DELUSIONS. You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15).
MASOCHIST. You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).
PHOBIA. You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).
PARANOIA (just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focussed on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10), Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).
SPLIT PERSONALITY. You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).



PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

AIRHEAD. Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).
BAD TEMPERED. You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).
COWARD. You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).
OBSESSED. You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).
SHY. You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).
STUBBORN. You just hate to give in—to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).
BERSERKER. You can't control your fighting rage— you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).
UNLUCKY. Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20).

COMPLICATIONS



PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

AGE. You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce Reduce any 3 Characteristics (except Mental Group) by 3 (15).

DYSLEXIA. You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

EPILEPSY. You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).

MISSING LIMB. Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).

REDUCED HEARING. You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than every one else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).

REDUCED MOBILITY. You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadriplegic; unable to move below the neck (20).

REDUCED SIGHT, YOUR EYESIGHT IS IMPAIRED IN SOME WAY. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).

UNCONTROLLABLE CHANGE. You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).

VOCAL IMPAIRMENT. Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).

VULNERABILITY. You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

SUSCEPTIBILITY: You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15)



ENEMIES: Hunted and Watched

These are forces which are actively working against you.

Your Enemy's value is determined by three things: their

Capabilities, their Extent, and their Intensity of enmity against you:

CAPABILITIES. What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).

EXTENT. How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20)

NOTE: Instead of using the normal Intensity table, use the following scale:

INTENSITY. What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).



RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

CODE OF HONOR. These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

SENSE OF DUTY. You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow. This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

DEPENDENTS. These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).



COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

ADDICTION/DEPENDENCE. You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

HONESTY. You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

IMPULSIVENESS. You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).

INTOLERANCE. You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

JEALOUSY. You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10). Physically violent (15).

KLEPTOMANIA. You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

LECHEROUS. You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).



SOCIAL COMPLICATIONS:

These are things with serious Social and Societal consequences for you:

PUBLIC FIGURE. You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

BAD REP. People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

SECRET IDENTITY. You are trying to hide your activities under a secret identity or other smoke screen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).

POVERTY. Money is hard to come by for you, harder than for most. You are, financially-wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

PERSONAL HABITS. People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

OPPRESSED. You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

DISTINCTIVE FEATURES. You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).

OUTSIDER. You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

SKILLS



Skills are like Characteristics; they have a range of effectiveness that is related to how much they cost. Here's a simple guideline to skill levels in the Fuzion system:

VALUE	LABEL	SKILL
0 OR LESS	CHALLENGED	You don't know how to do this task at all.
1-2	EVERYDAY	You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	COMPETENT	You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	HEROIC	You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	INCREDIBLE	A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9-10	LEGENDARY	A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.
MORE THAN 10	SUPERHEROIC	Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

The first thing most characters will want to buy with their Option Points are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Characteristic the skill is related to.

The good news is, every character gets a free starting group of skills to begin with, so that he won't be totally helpless in his new environment: **Everyman Skills**.

1 EVERYMAN SKILLS

Everyman skills are things generally known by everyone in all specific cultures or time periods: *Perception, Concentration, Education, Persuasion, Athletics, Teacher, Local Expert* (Knowledge of your area), *Hand-to-Hand*, and *Hand-to-Hand Evade*. These are given free to all characters by the GM, and have an automatic starting level of 2; about what the average person would know about his world. Each can be improved by adding Skill levels on an individual basis. An individual GM may wish to add or remove skills from the Everyman category to suit his particular game; in a far future setting, for example, everyone may use computers, but only special people may have any athletic skills. The Everyman skill category gives you the flexibility to tailor the level of your culture as desired.

2 GENERAL SKILLS

Unlike Everyman Skills, **General Skills** are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Firearms would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some campaign settings may require that you specify how a skill will be used (for example, picking what *kind* of Scientist [Physicist, Chemist, etc.] you intend to be. In these cases, you may need to take additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] and Scientist [Chemist]).

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings.

What's compiled on the next page are typical skills applicable to many superheroic settings or modern action genres. Feel free to use these as a guideline for your adventures as each Fuzion campaign will usually have its own list.

PTS	SKILLS, TALENTS & PERKS	ROLL	
3	<i>Perception</i>	11	COME ACTION Attack Block Dodge Get Up Grab Run Sprint Other Action Throw Abort Aim Choke Hold Disarm Dive for Cover Draw & Attack Entangle Escape Haymaker Move Thru
4	<i>Concentration</i>	7	
2	<i>Education</i>	10	
6	<i>Persuasion</i>	12	
6	<i>Athletics</i>	13	
2	<i>Teacher</i>	8	
4	<i>Local Knowledge</i>	12	
2	<i>Hand-to-Hand</i>	10	
2	<i>Hand-to-Hand Evade</i>	9	
5	<i>Firearms</i>	13	
6	<i>Swordplay</i>	14	
42	<i>Total Points</i>		

ABOVE: Steve's Character Sheet with Skills

SKILL LIST

GENERAL SKILLS	EXPLANATION		
ACROBATICS	The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)	ELECTRONICS	The ability to identify, understand, repair, and rewire electronic devices. (TECH)
ACTING	The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)	EXPERT	Any one field of knowledge: stamps, gardening, Bay City Police Department, paranormal law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)
ANIMAL HANDLER	The skills of animal handling, training, and care as applicable. (INT)	FIREARMS	Firing semi-automatic pistols, revolvers, rifles, shotguns, and crossbows. (REF)
ATHLETICS	Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)	FORENSIC MEDICINE	This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)
AUTOFIRE WEAPONS	Use of machine-guns, full-autofire weapons and attacks, etc. (REF)	FORGERY	The ability to create false documents, identification, currency, and so forth. (TECH)
BRIBERY	A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)	GAMBLING	The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. (TECH)
BUGGING	The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (TECH)	GUNNERY	Firing vehicle-mounted weapons, mecha weapons, ship-mounted weapons and artillery. (REF)
BUREAUCRATICS	You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)	HACKING	Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)
BUSINESS	Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)	HAND TO HAND	Basic skill at fighting with your hands. Adding Martial Arts (page 30 - 31) allows the character to use Martial Arts maneuvers and actions. (REF)
CLIMBING	Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)	HAND TO HAND EVADE	Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand Skill. (DEX)
COMPUTER PROGRAMMING	The ability to program and operate computers. (TECH)	HEAVY WEAPONS	Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. (REF)
CONCEALMENT	You can hide things and find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)	HIGH SOCIETY	The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (PRE)
CONCENTRATION	The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (WILL)	INTERROGATION	The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)
CONTORTIONIST	The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)	INVENTOR	This skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary science skills in the field he is working in. (TECH)
CONVERSATION	This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)	LANGUAGES	Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language (see chart) in the family; all others in that group are at 1/2 of primary. (INT)
CRIMINOLOGY	You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)		
CRYPTOGRAPHY	The ability to solve simple ciphers and encrypt or decode messages. (INT)		
DEDUCTION	This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)		
DEMOLITIONS	The ability to properly use, handle, set, and defuse explosives (TECH)		
DISGUISE	The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)		
DRIVING	Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)	LIP READING	This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)
EDUCATION	General knowledge, such as math, history, science, trivia, or current events. (INT)		

SOME (LOOSE) LANGUAGE FAMILIES
LATIN-BASED: French, Spanish, Italian, Portuguese
CHINESE: Mandarin, Cantonese, Hakka, Thai
NORTH ASIAN: Japanese, Korean
SOUTH ASIAN: Thai, Burmese
SLAVIC: Russian, Polish, Czech
GERMANIC: German, Dutch, English, Afrikaans, Yiddish, Swiss
SCANDINAVIAN: Danish, Norwegian, Swedish.
MID-EASTERN: Arabic, Persian, Hebrew, Berber.
COMPUTER: BASIC, C++, Fortran, Cobol.

SKILL LIST

LOCAL EXPERT	Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)	SLEIGHT OF HAND	The ability to palm items, fool the eye, perform magic tricks, etc. (REF)
LOCKPICKING	This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)	STEALTH	The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)
MECHANICS	Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)	STREETWISE	This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. (PRE)
MELEE WEAPONS	Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (REF)	SURVIVAL	This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)
MELEE EVADE	Basic skill at getting out of the way of someone who is trying to strike you with a weapon. This skill is used for defense when you are being attacked by someone using the Melee Weapons Skill. (DEX)	SURVEILLANCE	The ability to set up a static surveillance of a subject without having it detected. (INT)
MIMICRY	The ability to perfectly imitate someone else's voice. (PRE)	SYSTEMS OPERATIONS	This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.) (TECH)
NAVIGATION	Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)	TACTICS	The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)
ORATORY	The ability to speak to an audience and to deliver a convincing presentation. (PRE)	TEACHER	The ability to impart information or skills to other. (PRE)
PARAMEDIC	This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)	TRACKING	The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)
PERCEPTION	The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.	TRADING	The ability to strike a good bargain with a merchant or customer. (PRE)
PERSUASION	The ability to convince, persuade, or influence individuals. (PRE)	USE POWER	The ability to use a paranormal power or supernatural skill. This must be bought for the various groups of powers the character might have, such as his attack Multipower, his flight, and so forth. Generally, this skill can be bought for any group of powers that are connected by a common special effect. This skill is used with attack powers to make attacks, to operate certain powers (for example, Use Flight would allow a character to make radical flight maneuvers, etc.) and is also used when trying to use a power in a clever way (for instance, varying the frequency of your force field to match another force field, or similar pseudo-science). The Technique Characteristic should be used when making Skill Rolls for Use Power, though other Stats may be used if the GM decides the situation warrants (for instance, using Will in a contest of Power versus Power in a classic comic book or magical confrontation). The Power Points in the Power could even be used as the "Characteristic" if the GM feels the situation is appropriate. (Varies)
PILOT	Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. (DEX)	VENTRILOQUIST	The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)
PROFESSIONAL	The ability to perform a certain profession (such as artist, actor, doctor, hockey player, mason, secretary, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)	WARDROBE AND STYLE	A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)
RANGED EVADE	Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged weapon, be it a pistol shot, an energy blast, a thrown car, or whatever. This skill is used for defense when you are being attacked by a ranged attack. (DEX)	WEAPONSMITH	The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (TECH)
RESEARCH	Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (INT)		
RIDING	This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)		
SCIENCE	Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (INT)		
SECURITY SYSTEMS	The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. (TECH)		
SEDUCTION	The ability to gain others' trust by offering companionship or favors. (PRE)		
SHADOWING	The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)		

TALENTS

TALENTS

Talents are an innate ability, (but not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below is a general one; which ones are available depends on each GM's decisions about the campaign setting. Each one of these Talents costs 3 points each. If levels (indicated by a +) can be taken in the Talent, each additional level will cost another 3 OP:

TALENT NAME	DESCRIPTION
ACUTE SENSES:	One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.
AMBIDEXTERITY:	You can use tools and weapons with either hand at no penalty (normally -3 for using offhand).
ANIMAL EMPATHY:	Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
BEAUTIFUL/ HANDSOME:	You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your <i>Persuasion</i> , <i>Performance</i> , and <i>Wardrobe/Style</i> skills for each level taken. +
BLIND REACTION:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
COMBAT SENSE:	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only).+
COMMON SENSE:	You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
DIRECTION SENSE:	You are never lost; always know where North is and can orient yourself easily without any external cues.

DOUBLE JOINTED:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
EIDETIC MEMORY:	You never forget anything you have read, seen, heard, smelled, or touched.
HIGH PAIN THRESHOLD:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.
IMMUNITY:	You are immune to the effects of one specific poison or disease group (must specify).
INTUITION:	You have an uncanny feel for hunches; the GM will give you a chance to make a <i>Perception</i> roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
LIGHTNING CALCULATOR:	You can automatically do complex mathematical operations in your head without using any aids.
LIGHT SLEEPER:	You wake instantly from even the lightest touch or smallest sound (no <i>Perception</i> check required).
LONGEVITY:	You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.
NIGHT VISION:	You can see in all but absolute darkness.
PERFECT PITCH:	You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).
RAPID HEALING:	You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.
SCHTICK:	A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: <i>always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc.</i> Schticks must be okayed by the GM and should never have an important combat or skill application— <i>always shooting the gun out of the bad guy's hand</i> would be a very dangerous schtick to allow.
SIMULATE DEATH:	You can lower your heart rate and breathing to such a low level that it is a Legendary Difficulty to tell whether you are dead or not.
SPEED READER:	You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).
TIME SENSE:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

PERKS & PRIVILEGES

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Option Points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best—the GM is the final arbiter of a Perk’s worth on the 1~10 scale); level 8 or 9 should really mean something!

Pts	SKILLS, TALENTS & PERKS
8	FBI Membership
2	Wealth (Upper Middle Class)

Perks are *extremely* campaign dependent and should be created for each campaign individually. Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: A “Mafia Godfather” Contact might require a favor of YOU someday too!

Once the GM has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affection; in a cyberpunk campaign, that same status would have SERIOUS impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost.

CAMPAIGN STYLE	MULTIPLY PERK BY
<input type="checkbox"/> VERY HIGH IMPACT.....	x4
<input type="checkbox"/> HIGH IMPACT.....	x3
<input type="checkbox"/> MODERATE IMPACT.....	x2
<input type="checkbox"/> LITTLE OR NO IMPACT.....	x1

PERK NAME **[COST PER LEVEL]** **DESCRIPTION**

- MEMBERSHIP** **[1 PER LEVEL]** You can call upon the resources of an organization, person, government, or group—but you also have responsibilities. The level of Membership represents your character’s status in the organization, not the influence of the group (that’s what the multipliers above are for). For example: A *Membership of 1* at in the FBI would make you a janitor, but at 10 you’re the Director’s right-hand man. A version of this is **Authority**, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.
- LICENSE** **[1 PER LEVEL]** The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting YOU authority rather than “loaning” you use of the authority of a group (as above)—you get no resources, but you also don’t have so many responsibilities. By example: a license to sell arms might cost 2; A Private Investigator’s license 4; a Bounty Hunter’s license might cost 6; a CIA or secret service agent’s license 8, a Federal Marshal’s license costs about 9, and having an unconditional license to kill might cost 10.
- CONTACT** **[1 PER LEVEL]** You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually “off the record.” A mercenary who’ll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student’s not much, but a student who’s willing to *die for you*...
- FAVOR** **[0.5 PER LEVEL]** A one shot Contact; you can make use of this contact only once, but they **MUST** do what you ask (as long as its appropriate). Note that it’s often useful to have favors from a lot of people in different areas rather than one contact who does everything.
- RENOWN** **[1 PER LEVEL]** Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you’re nationally known; at 9 you’re an international figure.
- WEALTH** **[1 PER LEVEL]** Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 OP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you’re rich; you don’t have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you’re a millionaire, can live anywhere and buy almost anything you want. The GM *might* let you exceed Wealth 10, making you a billionaire!



IMPROVING DERIVED STATS

It is possible to increase the value of a Derived Stat beyond its starting value. The chart shows what you get for each 5 Option Points spent. Of course, you can also use Character Points to buy up Derived Stats as well. In general, however, you’d be better served just to increase the Primary Stat from which the Derived Stat is figured, unless there is some reason why you can’t (or shouldn’t.)

Note that normal humans have stat maximums for Derived Stats, much as they have Stat maximums for Primary Stats. In the case of Derived Stats, these maximums are figured from the maximum value of the Primary Stat(s) involved. For example, the maximum stat for a normal human in the Champions: New Millennium campaign is 7. The maximum Derived Stats for that normal human would be SD & ED of 14, SPD of 4, RES of 14, REC of 14, END of 70, STUN of 35, and HITS of 35. A character may buy his Derived Stats up beyond this maximum, but he must have some kind of reason (super-powers, magic, etc.) to exceed those numbers.

For 5 OPs or 1 CP, you can increase your Derived Stats by choosing one of the following:

- +2 SD & +2 ED
- +1/2 SPD (Requires 2 CP or 10 OP to increase by +1)
- +1 REC
- +10 END
- +3 Resistance
- +5 STUN
- +5 HITS

MONEY IN FUZION

Generally, players with wealthy characters are discouraged from keeping track of their money directly—it’s a lot of tedious bookkeeping. However, there may be times when you’ll absolutely NEED to know if you can buy that Caribbean island. In this case, you might use the following rule: At Wealth 1, the player has a disposable income of \$1,000 per week; this value *doubles* for each additional level of Wealth—this means at Wealth 10, you could spend over 2 million dollars a year! Referees should be REALLY careful letting *this* rules cat out of the bag!

GEAR & EQUIPMENT

Gear is just one more thing your character will need to adventure. The list below is a sample of types of personal hardware used in the Champions setting; it is by no means exhaustive. **NOTE:** The values given here are in **Option Points**; to derive money costs, multiply the OP cost by 100 monetary units. Also note some costs are in 10th points.

HIGH TECH	OP	PERSONAL COMPUTER	10
BINOCULARS	1	8" x 12" x 2" laptop with LCD screen. 2 meg, with 100 meg memory (about 100,000 pages of information). 3 hour battery charge; recharge in 3 hours.	
For long distance observation. 30x power.			
"Bug"	6	RADIO	1
Miniature listening device. Will transmit any sound within 10m/yds to a receiver up to a km away.		Portable CB walky-talky. Range about 20 miles, 24 bands.	
BUG DETECTOR	9	SKATES	1
Will detect any active or passive listening device within 10m/yds Will determine location of bug, but not location of receiver.		For rapid travel on ice (reduces terrain type from Rough to Normal).	
CAMERA	1	SKIS	2
Records still images on film. 24 exposures.		For snow travel (reduces terrain from Rough to Normal).	
CAMOUFLAGE COVERALL	2	SNOWSHOES	1
Khaki overclothing, patterned to match Urban, Snow, Jungle, Forest, or Desert environments (specify). Adds +2 to any Stealth attempt.		For movement over deep snow (reduces terrain from Very Rough to Rough).	
CAMP STOVE	1	TAPE RECORDER	1
Runs on pressurized gas for 3 hours. Takes about 5 minutes to boil water.		About the size of a cigarette pack. 2 hours of audio on tape cassettes.	
CANTEEN01	TENT (NYLON)	1
Holds 2 quarts.		Holds four. Can be set up in five minutes.	
CD PLAYER	1	TOOLKNIFE05
Plays compact laser-discs. About the size of a paperback book.		Classic "Swiss army" knife (DC.5). Saw, screwdrivers, tweezers, awls, etc.	
CELL PHONE	3	UTILITY BELT02
Cellular network phone. Range 10 km.		Belt or harness with pouches. Can be used to carry up to 6 objects or devices up to the size of a large paperback book. or a total combined weight no greater than 10kg.	
DIVING GEAR	5	VIDEO CAMERA	3
Includes swim fins, wet suit, weight belt, aqualung and mask. Tanks good for 3 hours. Can be used down to 60m/yds.		Records color images and sound on video tape. Can replay tape images through viewfinder monitor. Each tape lasts 4 hours.	
DRIED FOOD (WEEK)	1	WRISTWATCH05
For one man. Prepackaged, just add water. 5 lbs.		Digital time keeper with alarm, day, date. Two years on a battery.	
ELECTRICIAN'S TOOL KIT05	SUPERTECH	OP
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.		ANALYZER	10
FIRST AID (MODERN)01	Hand-held scanner about the size of a hardback book. The scanner sweeps 100m/yds around the user, examining life signs, technology traces, emissions, sounds, etc., reporting on what it observes on its LCD screen. Adds +2 to any Awareness, Understand Technology, Tracking or Survival skills.	
Bandages,scalpels, disinfectants. Required for First Aid attempts.		ANTIGRAVITY MODULE	10
FLASHLIGHT01	Small 1'x1'x1' cube with antigravity unit inside. Handles are on either side. Can lift up to 200 lbs. for 4 hours on a power cell.	
Battery powered, good for 8 hours. Lights up to 20m/yds.		COMMUNICATOR	1
GEIGER COUNTER	9	Small radio (headset or matchbox-sized handheld). Range is 1000km. A communicator can reach a ship in orbit, as long as the ship is directly overhead and not blocked by more than a meter of concrete or metal.	
Detects intensity/direction of radiation up to 10m/yds.		FIRST AID KIT (FUTURE)05
IR GOGGLES & FLASH	5	Laser scalpels, dermal staplers, nano-clamps, air hypos and other high tech medical devices. Required for Physician or First Aid skill attempts.	
Allows user to see in dim light, using flash (Illuminates up to 15m/yds).		FOOD PACKS (WEEK)	1
JAMMER	6	Compressed food for one man. Requires no heating or water; just rip open the seal and it heats in 2 minutes.	
Will jam any active or passive listening device within 10m/yds of user.		GILL MASK	5
LANTERN05	Facemask and collar unit equivalent to an aqualung. Allows user to breathe freely underwater for up to 72 hours down to 200m/yds.	
Lights up to 40m/yds. Batteries last 8 hrs., gasoline for 6.		HOLOCHIPS (10)	1
LIGHTER01	Futuristic equivalents of tapes, music, and books.	
Fast fires (2 minutes by this method). Good for 100 lights.		HOLORECORDER	2
MECHANIC'S TOOL KIT	1	Futuristic equivalent of a video recorder. Can record up to 10 hours on a single chip. Projects hand-sized holo image for playback.	
Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.		INERTIAL COMPASS	3
MOVIE CAMERA	1	Small device about the size of a pack of cigarettes. Records directions travelled and replays instructions and map on LCD screen. Will always locate North. Adds +2 to any Navigation skill.	
Records color images and sound on film.		MACROGLASSES	1
NYLON ROPE	1	Futuristic equivalent of binoculars, with digital range read-outs, image enhancement, still recording of up to 10 images (stored on holochips).	
100m/yds. Can hold up to 500 lbs.		MEDICAL SCANNER	3
		Hand-held scanner the size of a paperback book. Examines patient, gives procedures and diagnosis on LCD screen. Adds +2 to any First Aid skills.	
		MUSIC SYNTHESIZER	2
		Any type of electronic music device; can include keyboards, drum pads, stringed instruments, and MIDI wind instruments. 10 hours per power cell.	
		POWER CELLS (6)	1
		The "batteries" of the future, used to power most small devices and weapons. Come in packs of 6, each with a jack for wall. Recharging; takes 1 hour to recharge a single cell. Every Future electronic device uses one power cell, which will run the device for 10 continuous hours.	
		RESPIRATOR	1
		Breathing mask for filtering out smog, toxic atmospheres, etc. Oxygen (1 hour) bottle included.	
		SNEAKSUIT	3
		Futuristic equivalent of camouflage, the sneaksuit mimics the background of whatever the wearer is passing in front of. Adds +2 to any Stealth attempt.	
		SURVIVAL DOME	3
		Light, self-inflating habitat for four. Air tight, can even be used in space (although air must be provided for breathing). Takes five minutes to set up.	
		TECHNICAL SCANNER	5
		Hand-held scanner about the size of a paperback book. Readout examines mechanical/electronic hardware and gives repair procedures and problems on LCD screen. Adds +2 to any Electronics, Mechanics, Tinkering, Cybertech, FTL Tech, Gravitic Tech, or Hyper Energy Tech type skills.	
		UNIVERSAL TRANSLATOR	12
		Translates unknown languages and provides English equivalents through attached earphones. When spoken into, translates your words back via digitized voice. Takes three turns to translate a simple language; six turns to analyze and translate a complex one. Note: on a roll of 6 on 1D6, any previously unknown language is untranslatable.	
		VIDEO COMMO	3
		Two-way TV communicator about the size of a pack of cigarettes. Range is equivalent to a standard communicator, with same limits.	



SUPERPOWER PLUG-IN

Powers are abilities far beyond those of mortal men—for example, flying or firing bolts of energy. The Powers listed in this section can be used to simulate the powers of a superhero, the spells of a sorcerer, or even the abilities of an alien.

Could it be Magic?



Well, yes, it *could* be. Any ability sufficiently advanced can be construed as magic instead of superpowers. An Energy Blast can be called a laser bolt or a sorcerous fireball—depending on what you want to call it. The beauty of the Fuzion system is that it simply defines the game effect of a power; you get to decide how it was created and what it looks like—in short, its **Special Effects**.



1 SPECIAL EFFECTS (SFX) IN CHAMPIONS

Special effects (SFX) are very important in superheroic adventures. The special effects of a power define what it is and how it's created, and help distinguish one power from another power. For instance, three different characters could all have 12 dice of Energy Blast, but each might have different SFX: One is fire, another uses electricity, and the third fires a sonic attack. Each type of special effect can have extra benefits or limits beyond the basic power description; exactly what is up to the GM. Most powers should have some special effect designated for the power.

Each of these categories is very general; within each category there can be many types of special effect, related but different. The only limits are your imagination.

Common SFX in Champions: The New Millennium

Biochemical: This category includes acids, venoms, poisons, diseases, drugs and other chemicals. Biochemical attacks can often be unusual ones, such as Drains. Biochemical attacks are sometimes manifested as gasses, which might be affected by high winds or extreme temperatures.

Cold/Ice: Everything related to extreme cold, including freezing blasts of supercold materials, ice, or other such effects. Cold attacks can work against physical or energy defenses, depending on what you decide when you buy the power. Cold powers are usually less effective in high-temperature environments.

Electricity: The classic electrical bolt, lightning, sparks, and zaps. Any combination of amperage and voltage would be in this category. This is the classic attack against energy defenses. Electrical powers may have greater effect against delicate electronics, and less effect against well-insulated targets.

Gate Key Power: This fundamental force indirectly powers many other effects, but some rare items, people or phenomena tap it directly. This power is rarely seen in its raw form, but when it is, it's unlike anything else.

Heat/Fire: Everything connected with high temperatures, such as flames, hot metal, or hot gasses. Fire can start fires in flammable materials, which is sometimes handy and sometimes can cause excess property damage or threaten innocent lives. Heat powers are usually less effective in low-temperature environments.

Kinetic: This category includes all physical force, such as punches, clubs, rocks, chunks of ice, or anything that creates a solid thump

on target (works against Stun Defense or Killing Defense rather than Energy Defense or Energy Killing Defense). This can include force-blasts or telekinetic attacks if you choose to define them that way.

Light: This category is electromagnetic radiation in the visible or near-visible spectrum, from infrared to ultraviolet. This includes lasers, high intensity flashes, and similar effects. VIPER and UNTIL blasters fall into this category. Light attacks are often less effective in very dusty or smoky environments.

Magic: A catch-all term to describe mysterious forces used to produce a wide variety of effects. It's important to note that magic can be used to create many different special effects; for instance, magic could be used to create a lightning bolt. That bolt should be considered Lightning, not Magic, in terms of special effects.

Magnetism: This covers magnetic and paramagnetic effects, and is often connected with force fields and telekinesis. Magnetic attacks often work against physical defenses rather than energy defenses. Magnetic powers are often less effective against non-metallic substances, and more effective against magnetic materials such as iron.

Psionics: This force is psychic power or mental forces; the raw power of the mind. Mental powers are usually (but not always) created by psionics, and have a psionic special effect. Psionic attacks usually work against mental defenses.

Radiation: This includes ionizing radiation such as gamma rays, and radiation from radioactive materials, as well as more bizarre forms of radiation emanated by comic book materials. Essentially, all short wavelength electromagnetic radiation falls into this category. Radiation attacks most often work against energy defenses.

Sonics: Pressure waves of all varieties (including infrasound and ultrasound) are in this category. This category of effects would not work at all without a medium of transmission, so it won't function in a vacuum. Sonics would generally be less effective in a low pressure environment, and more effective in a high-pressure environment. Usually Sonic attacks affect Stun Defense or Killing Defense.

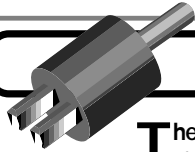
Handling SFX

Special effects can and should be used to make adventures more dramatic, and sometimes to help characters overcome problems. It's a classic comic book bit — the hero manages to defeat the villain's plot by tuning his energy blast to just the right frequency to deactivate the force field, or some such pseudo-scientific explanation.

Special effects can let a character do a little bit more than the basic power description suggests, or sometimes they can restrict a power somewhat. For instance, sonic effects just won't work in a vacuum, but the GM may let you do some extra damage with a sonic effect under water. It's up to the GM how much or how little SFX can affect a power. The GM can have the player make a Power Skill roll to see if special effects can be used to help; this is often based on Technique, but can be based on other stats. If you want to make a raw power vs. power contest, you can base the Power skill on the number of points in the power instead of on a characteristic.

Designing New SFX

The list of SFX provided is a basic one which the GM can add to if needed. A new character invented by the GM may have completely new special effects; the Power Cosmic, for instance, which is unlike any other power. Or existing special effects categories can be split into two or more categories. Magic, for instance, is very broad, and might be easily split into two or more different types of magic.



SUPERPOWER PLUG-IN

The Fuzion Power Plug-in is designed to create simplified superpowers that can be converted in and out of the HERO System. While not intended to have all the sophistication of its “parent” system, this plug in allows Referees and players to easily create superpowers for their Fuzion campaigns.



IMPORTANT! This is a powers *list*, not the full HERO power construction system. All of the powers in this Plug-in were created by dividing their HERO System cost by 5; we tried to avoid fractions wherever possible, which is why some of the powers, like the *Explosive Blast*, have costs like 3 points for 2 dice of effect. Not all the Powers are included here, and in the interest of simplification, we have also ignored Advantages, Limitations and other more specialized systems. If these are important to you, you can construct the entire Power as in 4th Edition HERO and convert it to Fuzion as desired.

The Plug-in Powers List (pgs. 24 - 28) is organized by *functionality*. Each power is organized by type, such as attack, defense, movement, etc. This makes it easy to find the type of power you want. Within each power group, the powers are organized alphabetically.

From Champs 4th Edition to Fuzion and Back Again

To create your own 4th Edition powers for FUZION, follow the steps below:

- Build the power as per the 4th Edition HERO System Rules on pages 51 thru 89. (That’s basically what we did.)
- Divide the real cost by 5. Try to avoid fractions in your final cost; if you end up with a fraction, increase the effectiveness of the power to get an even number or round the fraction up (this is one reason improving powers costs 5 to 1—to match 4th ed powers later on).

To convert Fuzion Powers to HERO

- Multiply the final cost by 5. Then factor in any Advantages, Limitations or other systems to fully convert the power.

2 How Many Points for Powers?

As a rule Referees should always give points for powers to characters as a separate pool. This allows greater control over the power level of the campaign and helps focus the effect that paranormal abilities have on the game universe. The Dial at left is a good way to determine the extent of powers on a campaign by providing guidelines for their frequency and impact on everyday life.

POWER LEVEL OF UNIVERSE	POINTS
<input type="checkbox"/> POWERS UNHEARD OF [ALMOST REALITY]	5-10
<input type="checkbox"/> POWERS UNCOMMON [PARANORMAL IS KNOWN ABOUT]	10-20
<input type="checkbox"/> POWERS ARE SPECIAL [HEROES ARE RARE]	20-30
<input type="checkbox"/> POWERS COMMON [TYPICAL COMIC BOOK]	30-40
<input type="checkbox"/> POWERS ARE EVERYDAY [A POWER-BASED SOCIETY]	40-50
<input type="checkbox"/> COSMIC POWERS [OFF THE SCALE]	60+

3 Not Enough Power Points?

With the permission of the GM, you can add Option Points to your Power pool at a ratio of **five** to one Power Point.

4 Can't Find the Power You Want?

Maybe you're looking in the *wrong place*. Many superheroic Powers are actually superhuman *Characteristics* instead. If you really want to build a guy with a STR of 25, get your GM's permission to exchange some of your Power (or Campaign) points for Characteristic Points. **Power points interchange with Characteristics on a 1 to 1 basis; Option Points on a 5 to 1 basis.**

5 Unusual Uses of Powers

Unusual uses of Powers in Fuzion can be determined by using the *Use Power* skill in conjunction with the most appropriate Characteristic. Attack and Movement Powers are generally used with the REF or DEX Characteristic; Defensive, Adjustment, and Sensory Powers with INT, Size powers with CON. However, the most appropriate Characteristic to use (if a roll is required) is up to the GM of your campaign.

Power Building 101: An Example

Let's say we want to build *Fuzionman*, the Master of Nuclear Force. We first should decide exactly what Fuzionman's powers are. We settle on the following:

- **FUZION POWER BLAST** (equal to the power of a cannon).
- **FUZION POWER SHIELD** (Can stop anything up to a heavy handgun).
- **ELECTRON SPEED** (Allows Fuzionman to fly as fast as a supersonic jet).
- **NUCLEAR VISION** (Fuzionman can see through almost any material).

Now let's *build* Fuzionman's powers. We'll start with the Powers List (pg. 24 - 28). **Fuzion Power Blast** is an *Attack Power*—the closest thing we can find is an *Energy Attack*. We decided that a cannon is equal to DC16. At a cost of 1 PP per 1 DC, this means his Atomic Power Blast costs 16 PPs. Its range is 10 times the cost—160 m/yds.

The **Power Shield** is a *Defensive Power*; we decide it's best described as a *Force Field*. We decide that since a shotgun can deliver an average of 20 pts. of damage, Fuzionman's shield must stop this much at least. At 2 PPs per 5 pts. of resistance, the Power Shield will cost us 8 PPs.

Electron Speed is a *Movement power*. We decide **Supersonic Flight** is the best way to do this—if our jet plane can move at Mach 1, then 2 PPs buys us that one Mach. Plus, since Supersonic Speeds are only for non-combat movement, we'll also buy **Flight** for 10m/yds per phase plus an extra Non-combat multiple. The final cost will be 4+2+1 = 7 PPs.

Finally, the *Enhanced Sense* of **Nuclear Vision** translates nicely as N-Ray vision, with a base cost of 4 PPs. Fuzionman's total powers will cost us 16 + 8 + 7 + 4 = 35 PPs.

So much for Fuzionman in Fuzion. But how about in HERO? Simple: converting this value to HERO will cost us 5 times as much, raising this total to 175 points (which we can buy down with various Limitations and Frameworks available in the full HERO system).

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NOTE: ALL RANGED ATTACK POWERS HAVE A RANGE EQUAL TO 10M/YDS FOR EACH POINT INVESTED IN THE BASE POWER, UP TO 50M/YDS. IF RANGED ATTACKS ARE MADE, USE REF+USE POWER SKILL TO DETERMINE OUTCOME. END-USING POWERS USE 1 POINT OF END FOR EVERY 2 POINTS OF POWER USED OR EACH PHASE OF DURATION.

Attack Powers

Note: Some of the attack powers are more powerful than others, such as an Armor Piercing Blast compared to an Energy Blast. To balance the cost of such powers, a certain number of dice are subtracted from the power after it is purchased.

Example: Fuzionman decides that he needs a new attack, an Atomic Burst. He buys it as an Explosion, and puts 12 points into it. This would normally give him 12D6 of Explosion. However, he needs to subtract 2D6 from the power level, to make his Atomic Blast a 10D6 Explosion with a cost of 12 points.

Affects Desolid

This is an Energy Blast that can hit targets that are desolid (see Other Powers) as well as normal targets. Affects Desolid attacks follows all of the normal rules for buying an Energy Blast.

Affects Desolid Cost: 1 PP per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Area Attack

This is an Energy Blast that affects an circular area. Area Attacks follow all of the normal rules for buying an Energy Blast, but use the Area Affect To-Hit rules. (See Ranged Attacks.)

Area Attack Cost: 1 PP per 1D6 damage in a 1m radius, subtract 4D6 from the final total. Costs END.

Armor Piercing Blast

This is an Energy Blast that cuts through the target's defenses. Armor Piercing Blasts follow all of the normal rules for buying an Energy Blast. However, when a target is hit with an AP Blast, his defense is halved (See Damage.)

Armor Piercing Blast Cost: 1 PP per 1D6 of damage, subtract 3D6 from the final total. Costs END.

Darkness

With this power, the character can create a field that is impervious to one sense (usually normal sight). This can be centered around the character, or at range as an attack action. A character who cannot perceive his opponent is 1/2 DEX, 1/2 REF in Hand to Hand, and 0 REF in ranged attacks. If the character can make a Perception Skill roll against a Target Number of 20 he becomes -1 DEX and 1/2 REF in all cases.

Darkness Cost: 2 PPs for a 2m/yd radius Darkness Field to one sense, +1 per each additional sense, +2 per each additional sense group, +1m radius for +1 PP A Constant Power (stays up as long as you spend END on it). Costs END.

Energy Blast

A character with this power can make a ranged STUN attack up to 10m/yds for every point spent on the power (*Example: spending 20 points gives you a 200m/yd ranged energy blast*). The exact nature of the energy in the blast is left up to the player. The nature of the attack must be determined when the power is purchased; it can be lighting, a blaster bolt, lasers, sonics, a magic blast, or anything else. It does not even have to cause any Collateral or SDP damage at all. Energy Blast normally affects ED (if that optional Characteristic is being used), but it can be designated to affect SD, depending on the special effect. Once again, this must be determined when the power is purchased and cannot be changed later. You must make a Ranged Attack to hit with this attack.

Energy Blast Cost: 1 PP per 1D6 of damage. Costs END.

Entangle

This power can be used to restrain an opponent or create a barrier. An Entangle can be webbing, ice bonds, turning the ground to mud, or anything else the player can think of. An Entangled character can use his STR or any other non-gadget attack to break out of the hold.

Entangle Cost: 2 PPs per every 1D6 (roll whenever entangle is used) of Hits and 3 PPs of PD the Entangle has. Costs END.

Explosion

This is an Energy Blast that explodes. Explosions are more effective at the center, and get less powerful as you move away from the origin point. When determining damage for an Explosion, remove the highest die of damage for each 2 meters from the center the target is. Explosion attacks follow all of

the normal rules for buying an Energy Blast, but use the Area Affect To-Hit rules. (See Ranged Attacks.)

Explosion Cost: 1 PP per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Find Weakness

This power acts somewhat like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness check (1 Action) against a Target Number of 20 will automatically cut the target's defenses in half. This power can be used more than once on the same target, but each successive roll raises the Target Number by +2. If you miss a Find Weakness check on a target, you may not use Find Weakness on him again for that battle. Find Weakness is normally purchased for a single kind of attack. Find Weakness does not use any Characteristic when making a skill check; it is resolved by rolling 3D6 and adding that to the Find Weakness skill.

Find Weakness Cost: 2 PPs for a base value of 10; add +1 to your roll for each additional 1 PP To use Find Weakness on a group of related attacks costs an additional +1 PP for each. To use it on all your attacks costs +2 PPs Find Weakness uses no END.

Flash

This power allows the character to "flash" an opponent's senses, rendering them unuseable (as in *Darkness*) Flash normally affects a single sense; additional senses and sense groups may be purchased. Flash is resolved as a normal Ranged Attack, but it ignores normal defenses (see Flash Defense.)

Flash Cost: 3 PPs per 2 Phases of Flash of a single sense. To affect additional senses costs +1 PP per sense; sense groups costs 2 PPs per sense group. Costs END.

Ranged Killing Attack

This allows the character to make a Killing Attack at range. (See Ranged Attacks.) Like an Energy Blast, the special effects of a Killing Attack can vary from a bullet to a laser beam to whatever else the player might desire. Killing Attacks are resolved against the Defense value of the target (See Damage.)

This Power can also be defined as a **Hand to Hand Killing Attack**; in these cases, the character trades range for a damage bonus of 1 additional die for every level of Strength, up to a maximum of *twice* the number of dice originally generated by the attack.

Killing Attack Cost: 1 PP per 1D6 of damage, subtract 2D6 from the final total. Costs END.

Telekinesis (TK)

A character with this power can manipulate objects at a distance and exert a STR at range. The TK STR is separate from the character's STR, and is defined when this power is purchased. TK can be used to punch or squeeze, but there is no action/reaction with this power; a character could not use his TK to grab a flying character and be dragged along, for example.

TK can also move objects at a speed equal to what could be moved at that STR level normally (1/4th of weight maximum at that STR, as on pg. 146).

Telekinesis Cost: 3 PPs per 2 STR; +2 PPs for the ability to make fine manipulations with that STR. Costs END.

Defensive Powers

Note: Any power that gives your character Killing Defense can be defined as giving your character Stun Defense instead. This must be determined when the power is purchased. If Energy Defense is being used, then Armor, Force Field, and Force Wall provide an amount of Energy Killing Defense equal to the Killing Defense provided. If such powers are defined as providing Stun Defense, then they also give an additional amount of Energy Defense equal to the Stun Defense provided.

Remember: you will always use the **highest** value of either Stun Defense or Killing Defense (respectively) vs. a Stun attack in combat.

Armor

With this power, the character has some kind of inherent physical defense against Killing and Stun Attacks; thick skin, armor plates, etc. Armor doesn't need to be "turned on"; it's always in effect (aka a Persistent Power).

Armor Cost: 1 pt for +2 Killing Defense. Armor uses no END.

Danger Sense

This power gives a character a "sixth sense" about danger. At its most basic level, Danger Sense will prevent the character from being surprised in com-

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bat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the hero reacts, he is allowed his full DEX+Skill; he could also attempt to dive clear of a trap, etc. If the character rolls 12 more than he needs to succeed, the true position and type of danger are known. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check against a target number of 20.

Danger Sense Cost: 2 PPs for a base value of 10, +1 to your roll for each additional 1 PP; +1 additional PP to have the power work out of combat against attacks he could normally sense; +1 additional PP to allow the power to work against any attack. Sense Danger in the immediate area for +1 pt; Sense Danger in the general area for +1 additional PP; Sense Danger over any area for +1 additional PP Uses no END.

Flash Defense

This power lessens the effect of a Flash attack. Each point of Flash Defense subtracts one Phase from the duration of a successful Flash attack. Flash Defense only affects one sense group; to cover other senses, the points from this power must be allocated among the six sense groups as desired.

Flash Defense Cost: 1 PP for 5 PPs of Flash Defense. Uses no END.

Force Field

This power creates a field around the character that can absorb damage. A Force Field provides defense against Killing Attacks.

Force Field Cost: 2 PPs for 5 PPs of Killing Defense. Costs END. A Constant Power.

Force Wall

The ability to project a barrier at a distance. This barrier acts like a wall and has SDP (C:NM, page 150;3). A Force Wall may or may not have a Stun Defense, a Killing Defense, and/or extra area. Force Walls stop damage as per a normal wall. However, if the Force Wall's SDP is reduced to zero (or below), the Force Wall is destroyed. A Force Wall can also be used to support a weight equal in STR to the number of Power Points invested in SDP Dice and Defenses. *Example: a 3 point Force Wall could be used to support 100kg (assuming an Incredible level campaign).*

Force Wall Cost: 1 pt. per 1d6 of SDP in a wall 2 m/y wide. +4 SD & ED for +1 pt; +3 KD & EKD for +1 pt; +4 m/y width for +1 pt. Minimum SDP is 1d6. Force Wall costs END. A Constant Power.

Invisibility

This power can be used to turn invisible to one sense (usually normal sight). Invisible characters have a "fringe effect" around them. An invisible character with a fringe can be spotted with the affected sense at a range of 2 m/yds or less.

In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at 1/2 (REF + Levels) in hand-to-hand, and 0 (REF + Levels) at range vs. the character. If the opponent can make a non-targeting PER Test, he is at 1/2 (REF + Levels) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his REF, even at Range.

Invisibility Cost: 4 PPs to be invisible to one sense, +1 PP for each additional sense; +2 PPs for each additional Sense Group, +2 PPs extra for No Fringe Effect. Costs END. A Constant Power.

Knockback Resistance

A character with this power takes reduced Knockback from attacks. Each point of Knockback Resistance subtracts 5 meters of Knockback from all attacks.

Knockback Resistance Cost: 1 PP for .5 meters of Knockback. Knockback Resistance uses no END.

Lack of Weakness

It is much harder to spot a weakness with *Find Weakness* on a character with this power. Each point of Lack of Weakness adds to the Target Number for Find Weakness Skill Checks.

Lack of Weakness Cost: 1 PP to raise the Target Number of *Lack of Weakness* Rolls against the character by 5. LoW uses no END.

Life Support

This power allows the character to operate in unfriendly or deadly environments without harm.

Life Support Cost: See the list below. Life Support uses no END.

- **Breathe in an unusual environment (Under water, in Methane, etc.):** 1 PP per environment
- **Self-Contained Breathing:** 2 PPs
- **Doesn't need to eat, excrete, or sleep:** 1 PP
- * **Safe Environment:** 1 PP each (Vacuum/High Pressure, High Radiation, Intense Heat/Cold)
- **Immunities:** 1 PP each (Disease, Aging)

Mental Defense

Characters who are resistant to Mental Powers use this power. A character with Mental Defense can resist some of the effects from *Ego Attack*, *Mental Illusions*, *Mind Control*, *Mind Scan*, and *Telepathy*. See Mental Powers for more information.

Mental Defense Cost: 1 PP per 5 PPs of Mental Defense. Mental Defense uses no END.

Missile Deflection & Reflection

A character with this power can block incoming ranged attacks. (See Ranged Combat and Actions.) The Block is made as per the normal blocking rules; use the character's DEX plus any Skill Levels with Missile Deflection he might have. To Reflect an attack, first make a successful Block, and then a standard to-hit roll against the target.

Missile Deflection Cost: Check the table below. Missile Deflection and Reflection costs no END to use.

- **Deflect Thrown Object:** 1 PP
- **Deflect the above and Arrows and Projectiles:** 2 PPs
- **Deflect the above and Bullets & Shrapnel:** 3 PPs
- **Deflect the above and Energy Beams:** 4 PPs
- **Reflect Attack back at attacker:** +4 PPs
- **Reflect Attack back at any target:** +6 PPs

Power Defense

A character with this power is especially resistant to Adjustment Powers. Subtract the character's total Power Defense against any incoming offensive Adjustment power before dividing the Attack's die roll.

Power Defense Cost: 1 PP per 5 Power Defense. Costs no END to use.

Movement Powers

Movement Powers are those Powers which help the character get from place to place. All characters start with running, sprinting swimming, and a running leap; see *Characteristics* for details. These movement powers can supplement those starting values, or add new modes of movement.

There are two types of movement: a **Run** (or **Combat Movement**), and a **Sprint** (or **Non-Combat Movement**). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current MOVE Characteristic (in m/yds). A character has no penalties to his DEX or REF when Running.

A character may also move as fast as he can, in a Sprint (aka Non-Combat Movement). This has the advantage of increasing the character's running speed, but halving his DEX +Skill levels as well as reducing his REF to 0 at the same time. Your basic Sprinting speed is calculated when you create your character, and is normally 3 times your current MOVE (in m/yds)

A character can also increase his non-combat speed by buying **Non-Combat Movement Multiples** (NCMs). Each NCM costs 1 point and *doubles* the non-combat speed of a *specific* type of movement. *Example: Speeder has a MOVE of 20, giving him an Sprint (Non-Combat Move) of 60 (or three times his MOVE). He decides to buy two levels of non-combat movement multiples for his Sprint. His non-combat move jumps to 120 (60x2), then 240 (120x2).*

Clinging

This power allows the character to cling to walls and sheer surfaces and move on them as if they were level. A character with Clinging subtracts 1D6x2 in meters of Knockback, so long as he is in contact with a level surface. Moving along a surface is always at your normal Running movement.

Clinging Cost: 2 PPs for Clinging. Clinging uses no END.

Faster-Than-Light (FTL) Travel

This movement power allows the character to travel faster than light in space, but not in atmosphere or planet surfaces. Life Support works well with this power.

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FTL Travel Cost: 2 PPs for the ability to travel 1 Light Year (LY) per year; 3 PPs to travel 8 LY per year (about two a season); 4 PPs to go 32 LY per year (about one a week); 6 PPs to travel 1000 LY/Year (about 3 LY a day). FTL uses no END.

Flight

With this the character can fly through the air. With Flight, the character can hover in place, gain altitude, etc. Flight Movement is *not* derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Flight Movement.

Flight Cost: 1 PP per 5 m/y of Flight Movement; +1 PP per x2 NCM. Flight costs 1 END per every 10 m/y moved. A Constant Power.

Gliding

A character with this power can glide through the air. A Gliding character has some control over his movement, but not the total control provided by Flight. A Gliding character must drop 2 meters per Phase to maintain his forward Gliding Velocity. Gaining altitude is under the Ref's control; doing it slowly by using thermals is usually easy. Gliding Movement is *not* derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Gliding Movement.

Gliding Cost: 1 PP per 10 m/y of Gliding Movement; +1 PP per x2 NCM. Gliding uses no END.

Running

A character with this power can run faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Running increases the character's figured Run and Sprint stats.

Running Cost: 1 PP per +5 m/y of extra RUN and +7.5 m/y of extra SPRINT; +1 per x2 NCM. Running costs 1 END per each 10 m/y moved.

Superleap

This power supplements a character's natural leap.

Superleap Cost: 1 PP per 10 m/y of extra Leaping; +1 PP per x2 NCM. Superleap costs 1 END for each 10 m/y leapt.

Supersonic Flight

This power allows a character to fly (non-combat only) at Mach speeds (>750mph). Acceleration is at a rate of 200mph/phase.

Supersonic Flight Cost: 2 PPs for each Mach level, up to Mach 4 (atmosphere) or Mach 10 (space). Flight costs 1 END for each 100km of Flight. A Constant Power.

Swimming

This power allows the character to swim faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Swimming increases the character's figured Swim characteristic.

Swimming Cost: 1 PP per 10 m/y of Swimming Movement; +1 PP per x2 NCM. Swimming costs 1 END for each 10 m/y swam.

Swinging

A character with this power can swing great distances from a line. The character can also swing up to a certain location by attaching a line. To use Swinging the character must be able to attach his swinglines to high buildings, trees, cliffsides, or other high things. Swinging starts at a 0 move.

Swinging Cost: 1 PP per 10 m/y of Swinging Movement; +1 PP per x2 NCM. Swinging uses no END.

Teleportation

A character with this power can disappear from one point and appear at another, without traveling in-between. He can prepare one extra phase to teleport 2x his base distance; this distance can be increased by purchasing Non-Combat Multiples. He may also increase the amount of mass he can take with him.

Teleport Cost: 1 PP per 5 meters of Teleport; +1 PP per x2 Distance (requires an extra Phase to use), +1 PP per x2 his Mass (requires an extra Phase to use), 1 PP per 5 memorized locations; 1 PP per 1 floating location (i.e.; a location that can be changed by taking at least one Round to memorize a new location).

Tunneling

Tunneling allows the character to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the character; closing it is an option, listed below. Tunneling begins at a 0

Move. This distance can be increased by purchasing Non-Combat Multiples.

Cost: 1 PP per 2 meters of Tunneling through a DEF of 1. +2 DEF for +1 PP; fill tunnel in behind you for +2 PPs Uses 1 END per 10m/yds traveled. A Constant Power.

Adjustment Powers

Adjusting a Fuzion Characteristic or Power is done in multiples of 5; you must roll at least 5 pts. on your dice to have any effect. The Characteristic that the Adjustment Power affects must be chosen when the power is purchased. *Example: Draino hits Strongman with his amazing STR Drain power; Draino rolls his 5D6 and comes up with a total of 17. 17/5 is 3 and some fraction. Draino drops the fraction, and Strongman subtracts three points from his STR.*

Power or Characteristic points gained or lost via an Adjustment Power return to their previous value at the rate of 1 Power or Characteristic point a Round. This rate can be adjusted up the Time Table (see Using Your Skills) for the cost of 1 PP per level. Thus, to have a Drain that returns at 1 PP per hour would be 4 steps up the Time Table, for a total of a +4 PPs.

Absorption

The ability to absorb part of an attack and increase your own power. This does not act as a defense. To determine the power of an attack, count the number of dice rolled. To determine your Absorption threshold for that round, roll the number of dice indicated. Absorption effects will fade at a rate of 1 level per Round.

Absorption Cost: 1 PP per 1D6 of Absorption threshold. Uses no END.

Aid

The ability to temporarily raise your (or someone else's) Characteristic or Power. If Aid raises Characteristic above its starting value, the additional Aid will fade at a rate of 1 level per Round. Aid that restores a Characteristic to its normal levels does not fade. The maximum number of points that can be added through Aid is equal to the highest value that could be rolled on the die in one roll.

Aid Cost: 2 PPs per 1D6 of Effect; No Range (touch only). Costs END.

Drain

The ability to temporarily lower one of your target's Characteristics or Powers. Drain effects will fade at a rate of 1 level per Round.

Drain Cost: 2 PPs per 1D6; No Range (touch only). Costs END.

Transfer

The ability to temporarily lower one of your target's Characteristics and Powers, and transfer it to one of your Characteristics or Powers. The Characteristic or Power lowered does not have to be the same as the Characteristic or Power increased. Transfer effects will fade at a rate of 1 level per Round.

Transfer Cost: 3 PPs per 1D6. No Range (touch only). Costs END.

Ranged Aid

The ability to temporarily raise your (or someone else's) Characteristic or Power. Unlike normal Aid, this is usable at Range.

Ranged Aid Cost: 3 PPs per 1D6 of Effect. Costs END.

Ranged Drain

The ability to temporarily lower one of your target's Characteristics or Powers: Unlike normal Drain, this is usable at Range.

Ranged Drain Cost: 3 PPs per 1D6. Costs END to use.

Ranged Transfer

The ability to temporarily lower one of your target's Characteristics and Powers, and transfer it to one of your Characteristics or Powers. The Characteristic or Power lowered does not have to be the same as the Characteristic or Power increased. Unlike normal Transfer, this is usable at Range.

Ranged Transfer Cost: 9 PPs per 2D6. Costs END.

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Size Powers

Growth

The ability to grow bigger. In general, Growth doubles your height, width and mass for every point invested. (This is a simplified formula; see the table on Page 72 of the Hero System Rulebook for more precise information about this power).

Growth Cost: Each 1 PP gets you +1 STR, x2 Mass, -1" Knockback, +1 BODY, +1 STUN. Each 3 PPs of Growth also gives you -2 DEX for Combat Purposes, x2 Height and Width, x2 Reach. Growth costs 1 END per point used.

Shrinking

The ability to get smaller, which also gives you several advantages. (See the Shrinking table on Page 84 of the Hero System Rulebook for more information, but note that in Fuzion the rate at which you get smaller has been doubled)

Shrinking Cost: 2 PPs gets you 1/4 height and width, 1/16th Mass, +2 DEX for Combat Purposes, -2 to all PER Rolls made against you, +6 meters Knockback when you are attacked. Shrinking costs END to use.

Enhanced Senses

These powers give a character the ability to sense things beyond the range of normal human senses. A character can buy several Enhanced Senses to reflect a wide array of sense. For ease of organization, all the senses have been grouped into Sense Groups. These groups can also affect some of the other powers, like Darkness and Flash Attacks.

Sense Groups

Sight: Normal Sight, IR, UV
Hearing: Normal Hearing, Ultrasonic Hearing, Sonar
Radio: Radio Listen & Transmit, High Range Radio Hearing, Sonar
Smell Taste: Normal Smell, Discriminatory Smell, Tracking Scent, Normal Taste, Discriminatory Taste
Unusual Senses: Spatial Awareness, N-Ray Vision, Clairsentience
Mental: Mental Awareness.

Enhanced Sense costs are listed below. Enhanced Senses cost no END to use.

Active Sonar: The character emits high-frequency sound that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with Ultrasonic Hearing. Active Sonar is a targeting sense. Cost 3 PPs

Discriminatory Sense: The character can make a Perception check to absolutely identify and analyze an object with a certain sense. Cost 1 PP

Enhanced Perception: +3 with one sense for 1 PP; +2 with all senses for 1 PP

High Range Radio Hearing: The character can hear and transmit up and down the radio and television communications bands. Cost 2 PPs

Infrared Vision: The character can see heat patterns and traces. The character has normal Perception checks at night, but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blindingly bright. Cost 1 PP

Mental Awareness: The character can sense the use of Mental Powers. A character with this sense can "see" both the user and the target of Mental Attacks that are used in the character's line of sight. Cost 1 PP

Microscopic Vision: The character can view nearby objects at 10x magnification. This power may be purchased more than once; the second time allows 100x magnifications, the third time 1000x, etc. Cost 1 PP per level.

N-Ray Vision: The character can make normal sight Perception checks through most materials. The character must define a rea-

sonably common substance that his N-Ray Vision cannot see through. Cost 4 PPs

Radar Sense: The character emits radio waves that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with High Range Radio Hearing. Radar is a targeting sense. Cost 3 PPs

Radio Hearing & Transmit: The character can hear and transmit on local AM, FM, and Police band signals. Cost 1 PP

Range: This allows a character to use a non-ranged sense at range. For example, a character who bought this for his sense of taste would be able to taste objects at range. Cost +1 PP

Spatial Awareness: The character can sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded, but cannot sense fine details. Spatial Awareness is a targeting sense. Cost 5 PPs

Targeting Sense: The character can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets in combat. Targeting Sense can be bought with any normal or special sense. Cost 4 PPs

Tracking Scent: The character can track someone or something by scent with a successful smell Perception check. Cost 2 PPs

Ultrasonic Hearing: The character can hear very high and very low frequency sounds. Cost 1 PP

Ultraviolet Vision: The character sees at night as well as he does during the day (no night penalties are taken). This assumes there is some UV light coming from the stars. If there is no UV light (such as in the power *Darkness*) then the character gains no advantage. Cost 1 PP

360 Degree Sensing: The character can make a Perception check against any point around him; this makes it much more difficult to surprise the character. Cost 2 PPs for one Sense Group; 5 PPs for all Senses.

See in the Dark: The character can see in total darkness (including the Power) as though it were normal daylight. Cost 2 PPs

Other Powers

This is a catch-all category for powers that don't fit into any other categories.

Change Environment

A character with this power can make minor changes to the surrounding environment. The character could, for example, make it rain, create light, create an intense (but non-damaging) magnetic field, or the like. The environment create must be chosen when this power is purchased.

Change Environment Cost: 1 PP gives you the ability to change the environment for two m/yds, x2 Radius for +1 point. You can vary the environment for double the cost of the power. Costs END. A Constant Power.

Clairsentience

This power makes one of the character's senses (usually normal sight) work at a distance. It generally works as if the character were standing some distance away from his current position. The maximum range the character can project his senses is the points spent on the power x 50 m/yds.

Clairsentience Cost: 4 PPs gives you a PER Roll with one sense, +1 PP per additional Sense; +2 PPs per additional Sense Group. See in the future is +4 PPs; See into the Past is +4 PPs; See into other dimensions is +4 PPs Double Range for +1 PP Costs END.

Density Increase

With this power, the character may become stronger and physically tougher by increasing his density. This increased density does not alter the character's appearance.

Density Increase Cost: 1 PP gives you 2x Mass, +1 STR, +1 PD, +1 ED, -2 m/y Knockback. Costs END.

POWERS LIST

Desolidification

Allows character to become insubstantial and walk through walls and ignore attacks. A character buying this power must choose the special effects of a reasonably common group of attacks that *will* affect him while he is desolid. Mental Attacks still affect the character unless he buys extra points of this power.

Desolidification Cost: 8 PPs to become desolid, +4 PPs if it affects Mental Powers as well. Desolidification costs END to use.

Extra Limbs

A character with this power has one or more extra limbs. These limbs can be extra arms, a prehensile tail, or anything else. Extra Limbs have no effect on combat, but can have other uses in the game.

Extra Limbs Cost: 1 PP for any number of extra limbs. Extra Limbs costs no END.

Instant Change

A character with this power can instantly change from one identity to another and back again.

Instant Change Cost: 1 PP for the ability to change to your costume; 2 PPs to change to any set of clothes. Instant Change costs no END.

Stretching

A character with this power can stretch parts of his body, attack at range (2m/yds per point spent) and reach for things at long distance.

Stretching Cost: 1 PP for 2 meters (4 meters of non-combat) Stretching. Uses END.

Multipowers

Because characters use only one attack Power at a time, you can buy Multiple Powers (or Multipower) at a reduced cost. A Multipower costs as much as the largest attack power in the group. Each power in the group also costs 2 points. Only one of the powers in a Multipower may be active at any time. On the character sheet, list the cost of the largest power in the Multipower slot, and list the cost of each power in the multipower as "2m". *Example: If your character has three powers that normally cost ten points each, you would pay 10 points for the Multipower and 2 points for each type of attack for a total of 16 points.*

GENERIC HEROES

These are basic guidelines for typical heroes in the comic genre. Powers are listed; exact power levels are left up to the user.

The Weatherman

Create Fog [Darkness]
Tornado [Telekinesis, Area Effect]
Wind Riding [Flight]
Weather control [Change Environment]

The Fireball

Fire Blast [Ranged Killing Attack]
Fireflight [Flight]
Heat Attack [Energy Blast]
Fireball [Explosion]
Fire Body [Desolidification]

The Brick

Tough Blue Skin [Armor]
Really Tough [Knockback Resistance]
Spends rest of Points increasing STR, BODY, STUN

The Energy Blaster

Optic-Laser Stun [Energy Blast]
Optic-Laser Blast [Ranged Killing Attack]
Optic Deflection [Missile Deflection]

The BugMan

Insect Wall-walk [Clinging]
Webslinger Action [Swinging]
Insect Spring [Superleap]
Danger Sense [Enhanced Perception]

The Big Claw

Unobtainium Claws [Killing Attack]
Unobtainium Body [Armor]
Regeneration [Buy up REC w/ Ref's OK]
Superstrength [Buy up STR]



MENTAL POWER PLUG-IN

Mental Powers are still another kind of superhuman ability. However, since (unlike flying, energy blasts or invisibility) they are often encountered in science fiction and (or at least some people believe) real life settings, they rate their own special Plug-In.

Mental Powers are all based on a character's mental, rather than physical abilities. They directly affect the target's mind, ignoring conventional defenses. Mental Powers are targeted with the mind, using WILL + Use Power Skill to target instead of REF or DEX.

All Mental Powers are invisible to characters who don't themselves have a Mental Power or Mental Awareness. However, the target of a Mental Power can sense the source of the attack and the identity of the attacker. This identification occurs immediately for *Ego Attack* or *Mind Scan*; for *Telepathy*, *Mind Control*, or *Mental Illusions* it occurs after the Power is no longer affecting the character.

MENTAL/PSIONIC POWERS

Mental Attack

The ability to directly attack another mind. Mental Attacks are Stun only, have no effect on inanimate objects, and have no knockback or Stun Rollover.

Mental Attack Cost: 2 pts. per 1D6 of damage. Uses WILL to target. Costs END.

Mental Defense

Characters who are resistant to Mental Powers use this power. A character with Mental Defense can resist some of the effects from Mental Attack, Mental Illusions, Mind Control, Mind Scan, and Telepathy. **Fuzion Note** Mental Defense is bought as a Power (see POWERS pg.126)

Mental Defense Cost: 1 pt. per 5 Mental Defense. Mental Defense uses no END.

Mental Illusions

The ability to project illusions directly into the target's mind. These illusions seem real to the target, and can even do damage. The subtler the illusion, the more likely it is to affect the target.

Mental Illusions Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Costs END. A Constant Power. For every 1 pt. spent in the illusion, you can do 1D6 STUN. or for every 3 pts., you can do 1D6 Killing.

Mind Control

This power can take control of a character's mind, and thereby his actions. Once again, the subtler the control (you must issue verbal commands), the more likely it is to affect the target.

Mind Control Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Costs END. A Constant Power.

Mind Link

This variation of telepathy sets up a two-way mental link, within the area of one planet, allowing instant mental communication. Both ends of the link must be willing in order for a Mind Link to be established.

Mind Link Cost: 1 pt. per one specific mind; +1 pt. to for a related group of minds, one mind at a time; +1 more pt. for any one mind; +1 pt. for 2x the number of minds; +1 pt. for any distance; +1 pt. for any dimension. Mind Link uses no END.

Mind Scan

The ability to establish a line of sight to a target via your tremendous mental powers. The LOS is a two-way connection; the target will know where the attacker is and can use Mental Powers to defend himself. Modified by number of minds in scan area (see table)

Mind Scan Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Costs END. A Constant Power.

Telepathy

This power allows the character to read or send thoughts. Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more effort to reach.

Telepathy Cost: 1 pt. per 1D6 of effect. Uses WILL to target. Costs END. A Constant Power.

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

1 RESOLVING MENTAL POWER USE

Resolving Mental Attacks:

- 1) The attacker adds his Willpower+Use Power Skill to make the attack. The Defender adds his Willpower+Concentration to Defend.
- 2) If successful attacker rolls the DC of the Mind Attack (which is determined by how the power was purchased), then...
- 3) Subtract the target's Mental Defense (if any) from damage done.
- 4) The target takes the remaining damage as Stun. Mental Attacks do no collateral or rollover damage.

Resolving all other Mental Powers:

With the exception of Mental Attack, Mental Powers are resolved as follows:

- 1) The attacker decides on the appropriate effect desired from the Power. *Example:* "I want to Control his mind to follow me into the trap."
- 2) The attacker adds his willpower+ Use Power Skill to make the attack. The Defender adds his Willpower+Concentration to Defend.
- 3) The attacker rolls the DC of the Mental Power to determine the effect number.
- 4) Subtract the target's Mental Defense (if any) from the effect number.
- 5) Multiply the target's Willpower by three to determine his **Resistance** (a Derived Characteristic), and then compare the results to the most appropriate chart below.
- 6) If the attacker's effect number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a **Legendary** (Difficulty value of 20) using his Willpower+Concentration. If this roll is successful, the target loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effects from the Mental Power.

MENTAL ILLUSIONS RESULT	EFFECT
>than Resistance	Attacker can make cosmetic changes to setting
10 >than Resistance	Attacker can make major changes to setting
20 >than Resistance	Attacker can completely alter setting
30 >than Resistance	Target no longer interacts with real environment

Modifiers (subtracted from Effect Number) can be applied at any level):

- +10 Target can take STUN from illusory attacks
- +20 Target can take Killing Damage from illusory attacks

MIND CONTROL EFFECT IS	EFFECT
>than Resistance	Target will perform action he is inclined to perform anyway.
10 >than Resistance	Target will perform actions he wouldn't mind doing.
20 >than Resistance	Target will perform actions he is normally against doing
30 >than Resistance	Target will perform actions he is violently opposed to doing.

Modifiers (subtracted from Effect Number)

- +10 Target will not remember actions performed while Mind Controlled
- +20 Target will remember actions and will think they were natural
- 5 Order is worded in exceptionally convincing manner.
- +5 Order is poorly conceived or contradictory.

TELEPATHY EFFECT IS	EFFECT
> than Resistance	The telepath can read or send surface thoughts.
10 >than Resistance	The telepath can read deep, hidden thoughts.
20> than Resistance	The telepath can read into the target's memory
30 >than Resistance	The telepath can read into the target's subconscious.

MIND SCAN EFFECT IS	EFFECT
> than Resistance	Attacker can establish Mind Link or use first level of Telepathy (communication.) He also knows the direction of the target.
10 >than Resistance	Attacker can use all Mental Powers on target, and can estimate general distance to target.
20 >than Resistance	Mentalist can attack with all types of attacks, mental or otherwise. (Mind Scan as a Targeting Sense). He knows the exact location of the target. To hit with a non-mental Power, the attack must be able to reach the target. Remember that Mind Scan works both ways. The target will receive all of the benefits the attack gets from the use of this power.

MARTIAL ARTS PLUG-IN

Martial Arts. Kung Fu kicks, Karate chops—or, at the most esoteric and powerful levels, Ki strikes that slam an opponent with the force of the master's sheer will. As a Martial Artist, you have had training in a specialized Martial Art, allowing you to use Martial Arts techniques, as well as perhaps building your own Martial Arts style of combat with new techniques if your GM (and campaign) permits.

CAMPAIGN STYLE	COST OF MARTIAL ARTS
<input type="checkbox"/> MARTIAL ARTS ARE VERY RARE	x3
<input type="checkbox"/> MARTIAL ARTS ARE UNCOMMON	x2
<input type="checkbox"/> MARTIAL ARTS ARE COMMON	x1
<input type="checkbox"/> CHINESE ACTION THEATRE (EVERYONE HAS MARTIAL ARTS)	x 0.5

1 HOW COMMON ARE MARTIAL ARTS IN YOUR CAMPAIGN?

Don't just assume everyone in your game is a Streetfighting, Mortal-Buttkickin' Ninja Teenager. Remember, up until the 1960's, almost no one in Western culture knew *anything* about Martial Arts; there were few schools and what few there were didn't often admit non-Asians. By the mid 80's, Martial Arts schools (thanks to guys like Bruce Lee) were pretty much everywhere. Yet over in the far East, there were literally thousands of martial arts schools, sub-schools and styles.

The **Martial Arts Multiplier Dial** (above) reflects this by allowing you to set the cost of buying Martial Arts in your campaign; you can make them cheap or expensive, depending on the setting and availability. Here are a few guidelines:

- **VERY RARE:** Settings like the Old West, Victorian England, Pre-Industrial Europe.
- **UNCOMMON:** Settings like Post WW II America, Victorian Far Eastern Colonial settings (Hong Kong, India, Singapore, Macao, Shanghai, Manila), or in any place where Martial Arts are restricted by ethnicity, culture, military or religious reasons.
- **COMMON:** Today's Western cultures; all Asian cultures throughout time, most science fiction settings, or in any setting where Martial Arts training is commercially available to everyone.
- **CHINESE ACTION:** Everyone not only has martial arts, but everyone is a would-be kung-fu master. Examples would be any Chinese action flick styled campaign, any samurai film-styled setting and most animé campaigns.

To determine the OP cost to buy Martial Arts training, simply multiply the overall cost of the training (next page) by the multiplier for your campaign setting. *Example: buying Karate has a base cost of 12 in a Martial-Arts common culture (like 1990s California). However, in a Martial Arts Uncommon setting (like 1870s Tokyo, where few schools will teach non-Japanese), the price would double to 24.*

2 PICK A SCHOOL

Once you establish your campaign's Martial Arts level, the next thing is to pick what kind of schools of Martial Arts will be available. The list below are of the most common types of martial arts studied today:

AIKIDO: This is a Japanese art founded in 1942 by Morihei Uehiba and derived from the earlier Aikijutsu. It stresses discipline and a non-violent attitude. The art, as practiced in combat, concentrates on balance, rhythm and use of an opponent's force against himself. It largely involves redirecting an opponent's energies, especially in throws and takedown maneuvers.

KUNG FU: *Kung Fu*, in Chinese, simply means "hard work" or "skill." Kung Fu is a very fragmented art, with innumerable different styles and techniques. The Kung Fu style listed here is a "generic" style, concentrating on strikes (both hand and feet) and specialized weapons.

KARATE: Karate was developed from the same ancient traditions that led to the development of Kung Fu. By the fifth century AD, on the Okinawa Islands, a weaponless combat style called *te* ("hand") had developed. Later, when the teachings of the Shaolin Temple in China were carried to Okinawa, some of the Shaolin techniques were infused with the *te* art. Karate is much like Kung Fu, but has fewer techniques.

JUDO: This Japanese art grew out of the integration of the weapons techniques of *katori shinto ryu* and grappling techniques during the 15th century. The usual Judo technique involves bearing an opponent to the ground and then pinning him there or rendering him unconscious. The art utilizes hip throws, shoulder and neck locks, and a sacrifice body drop.

WRESTLING: Wrestling, as a martial art, dates back into prehistory. In history, famous examples of wrestling arts include the wrestling practiced in Greece, China, and India from their earliest recorded histories. Wrestling continues today as a popular collegiate and professional sport. The version here can be defined as either realistic wrestling or the showier style of TV's "pro" wrestling.

STREETFIGHTING: This a generic martial art practiced by many superheroes and Hollywood Tough Guys. It can be used to simulate someone who learned to fight on the streets.

Can't Find Something You Like?

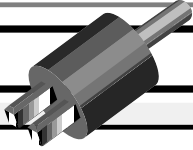
Get creative! You can either rename an existing school to make it sound more interesting, or even build your own using the various techniques listed on the next page (each technique costs 1.5 points). *Example: Chas wants to build a futuristic fighting form called MoK-To, based on the planet Aldebaran. He builds it using Martial Block, Martial Dodge, Nerve Strike, and Ki Strike; his total cost is 6 Option Points. His GM further rules that since MoK-To is restricted to only the Shadow Monks of Aldebaran, Chas must either adventure there to convince the monks to teach him, or spend the multiplier for Uncommon (x2) raising the overall cost to 12 points.*

Fist of the— What?

In animé, video games and some martial arts films, martial arts also include incredible feats of levitation, energy blasts and mind control. These are better simulated by using the *Powers* and *Mental Powers* plug-in's of Fuzion to create powers which are then grouped and purchased (on a point basis) like regular Martial Arts training.

3 What Do I Get for the Points?

In addition to the techniques of their schools (you can take more than one), all characters with Martial Artists abilities may increase the power of their attacks by taking the option of **EXTRA DAMAGE**. This allows the character to do more damage with martial arts maneuvers than his Strength might otherwise indicate. Each level of Extra Damage purchased adds +1D6 damage or +1 STR to the effect of the maneuver, as appropriate. **Extra Damage Costs 2 Option Points per level.**



MARTIAL ARTS PLUG-IN

MARTIAL ARTIST ACTION SUMMARY & STYLE LIST

ACTIONS	NOTES	AIKIDO	KUNG FU	KARATE	JUDO	WRESTLING	STREETFIGHTING
BASIC STRIKE	Add 1D6 to your normal STR-based damage, +2 to DEX		X	X			X
BREAKFALL	Take 1/2 normal falling damage, regain feet as a Free Action,	X			X	X	X
DEFENSIVE STRIKE	Strike. Adds +1 to REF, +3 to DEX	X					X
KI STRIKE	Ranged HTH attack at -2 REF. Damage as normal, or trade 1D6 for each successive m/yd of distance from target.						X
KILLING STRIKE	Does killing damage at -2D6 to STR, -2 REF		X	X			
MARTIAL ARTS WEAPONS	Trained in the use of all hand to hand martial arts weapons, (tonfa, nunchaku, sai)		X				
MARTIAL BLOCK	Blocks all but bladed weapons, adds +2 to DEX, REF	X	X	X		X	X
MARTIAL DISARM	Disarm, with a +2 to STR during the maneuver.	X	X	X	X		
MARTIAL DODGE	Adds +5 to DEX for dodging purposes that phase	X	X	X			X
MARTIAL ESCAPE	Adds +3 to STR for escape purposes	X			X	X	
MARTIAL GRAB	Adds +2 to STR for purposes of the Grab	X			X	X	
MARTIAL THROW	+Target knocked prone, takes damage, must spend 1 Action to get back up again.	X	X		X	X	X
NERVE STRIKE	Does 2D6 damage, no Stun Defense; -2REF		X				
OFFENSIVE STRIKE	Adds +2D6 to basic strike, at -2 REF, +1 DEX.			X			X
SACRIFICE THROW	Martial Throw, with +2 to REF, Target and Attacker <i>both</i> knocked prone.				X	X	
TOTAL POINT COST OF STYLE		16	16	12	12	12	16

BASIC STRIKE: The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DEX.

BREAKFALL: The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.

DEFENSIVE STRIKE: This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really damaging his opponent. Adds +1 to REF, +3 to DEX.

KI STRIKE: With the proper training, and proper strength of will, some characters can make hand-to-hand attacks at range. As it is difficult to project your *ki* over a great distance, the damage of this attack decreases with distance.

KILLING STRIKE: This attacks allows the character to do killing damage attacks without using a weapon. A Killing Strike can be striking a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.

KUNG FU WEAPONS: The character is trained in the use of martial arts weapons, and can use these weapons with his martial arts Actions.

MARTIAL BLOCK: This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DEX, REF

MARTIAL DISARM: The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.

MARTIAL DODGE: You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DEX for dodging purposes that phase

MARTIAL ESCAPE: You've been taught how to get out of even the strongest grab or hold, adding +3 to your STR for escape purposes

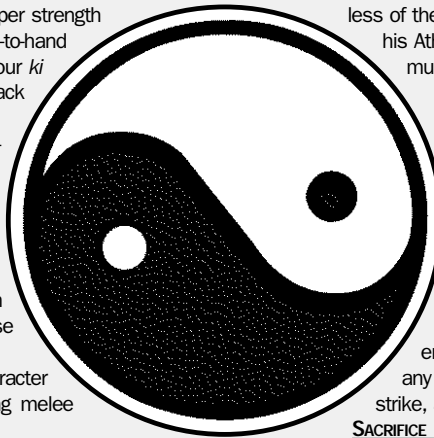
MARTIAL GRAB: The character has been trained on how to grab and hold his foes.

MARTIAL THROW: Instead of striking, a character with the Martial Artist Talent may declare he is *throwing* his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defender is prone, and must act after the attacker next round regardless of their Initiative rolls. A thrown target may not use his Athletics skill to automatically roll to his feet; he must spend one action instead.

NERVE STRIKE: This is a strike targeted at the vulnerable nerve clusters of the human body. As such, the target does not get his SD versus this attack. Since a good deal of accuracy is needed to land these blows, the attacker must spend at least one round aiming at his target before using this attack. Does 2D6 damage, at -2REF

OFFENSIVE STRIKE: This is an all-out attempt to mangle your target. An Offensive Strike covers a flying kick, a full-out haymaker punch, or any other full out style attack. Adds +2D6 to basic strike, at -2 REF, +1 DEX.

SACRIFICE THROW: This maneuver represents any move where the attacker falls to take down his opponent. It can be a judo throw, a sliding takedown, a football tackle, or any other move where both the attacker and his target end up on the ground. Martial Throw, with +2 to REF, Target and Attacker *both* knocked prone. If this attack missed, the attacker is on the ground at the feet of his opponent anyway. Not a good place to be.





MEKTON PLUG-IN

Vehicles. Planes, trains, automobiles; they're easy to classify. But what about space stations, cosmo ray-beam projectors, giant robots or sexy skintight powered armor suits? Where do *they* fit in? Are *they* Vehicles? Gadgets? Armor? Inventions? Luckily, the Japanese, who *love* technology, have given the lexicon of high tech the perfect term: **MECHA**. Derived from the word *mechanism*, mecha are *any* complex machine, generally requiring some type of pilot or operator. Mecha include cars, planes, helicopters, ships, spacecraft, giant robots, *powered* armor, and more.

In general, since mecha are pretty much always super-heroic vehicles, they are purchased like other kinds of superpowers. (in fact, GM's can elect to allow players in superheroic settings to spend points on mecha instead of powers, or a combination of both).

BASIC GENERIC MECHA CONCEPTS

Although these rules don't deal with the actual process of constructing *specific* mecha (this may vary from campaign to campaign) all "mechanism" designs involve the same elements:

ARMOR: Most mecha have armor to provide physical or other types of defense. *Example: The Mega-Rapier assault mecha has a Killing Defense of 100 in it's mighty armored hull plates*

KILLS: A measure of very large scale damage or the ability to take large amounts of damage. *Example: The Mega Rapier's 100 PD translates to 2 Kills. See the Damage section for more on Kills.*

MANEUVER VALUE [MV]: How responsive the mecha is to its pilot or operator. The MV value is applied to the pilot's REF (& DEX for Powered Suits) whenever Actions are taken or Initiative is rolled.

MOVEMENT: The way the mecha gets around (if it can). Usually expressed as a MOVE characteristic, but different types of Movement may be employed by the same mecha; these are detailed in their descriptions. *Example: The RoboBike can drive like a motorcycle (Surface MOVE 25), fly like an aerodyne (Flying MOVE 2) and run like a person (Running MOVE 20).*

SENSORS: Vehicles with transparent canopies usually don't rely on computerized information, but machines whose cockpit is enclosed by armor needs sensor systems. If such a machine loses its sensors in battle, its pilot suffers -4 to all combat rolls.

STRUCTURE: Being inanimate, mecha record their damage as either Structural Damage Points (SDP); particularly large or tough mechanisms use Kills, a way of measuring BIG damage.

1 Choose a form:

What is your mecha going to look like? Is it a giant robot, a crimefighter's car or maybe a super jet? In general, there are five common types of mecha, each with its own special abilities:

Humanoid: This is the form used to create the "giant robot" of Japanese animé. In smaller forms, it can be used to create power armor or personal fighting armors. **Abilities: +3 to MV; this is the only form that can use hand weapons.**

Vehicle: This is the form used to create cars, tanks, boats and submarines. In general, this form consists of a main body and some type of movement system on the underside, such as wheels, treads, props, thrusters or ground effect (GEV) systems. **Abilities: Surface Move +3, -1 MV.**



Fuzion and Mekton Z

Fuzion's Mecha Plug-In allows the creation of *simplified* mecha that are fairly compatible with the **MEKTON Z** RPG. While not intended to offer all the powerful features of its "parent" system, this Plug-In allows Referees and players to easily create new vehicles for Fuzion campaigns.

The Fuzion Plug-in differs from its **MEKTON Z** parent in the following ways:

Spaces: Space are ignored in Fuzion. If you plan to convert back to **MEKTON Z** (which uses Spaces), assume 1 space per each Kill in your mecha, with each weapon/thruster using 1 space per point. Wheels and Treads neither contribute nor use spaces.

Servo/Torso Kills: In Fuzion, Torso Kills are assumed to be 2 per level. Servo Kills in Fuzion are generalized to be 1 per level; in **MEKTON**, arms and legs are really 1+(1 per level); other parts remain the same.

Movement: To convert **MEKTON** movement to Fuzion, multiply your MA by 5. To get MA from Move reverse the process, dividing MOVE by 5 to get MA.

Weapons: All FUZION weapons are designed as generic, using the projectile weapon construction rules from MZ+ (to get exact matches for other types, you must use each specific case from MZ+).

STYLE: A cool-looking enough mecha can actually add to its operator's Presence Characteristic in much the way that a Ferrari can enhance *anyone's* coolness. Such Styling is always expressed as a bonus to the pilot's PRE characteristic.

WEAPONS: Many mecha have built-in or carried weapons. These operate much as other weapons do, but due to their large size and awesome power, their capability to do damage is often measured in flat KILLS rather than DICE of damage.

WEIGHT: Most mecha, being complex machines, weigh a fair amount. This is usually measured in kilograms or metric tons.

Special Systems:

These are special systems that are unique to certain mecha designs. If present, they are always outlined as part of the mecha's description for the individual campaign.

TRANSFORMATION: Certain types of mecha can change from one form to another, or otherwise vary their configuration to achieve different effects. This takes 1 Action and is usually part of the mecha's description; the transformer's abilities are also usually listed with this description.

AUTOMATED OR INTELLIGENT SYSTEMS: These are highly advanced computers that can operate the mecha independent of a human pilot. These are generally described as one or two characteristic "characters" (INT and REF for example), unless they are intended to be fully realized artificial intellects.

SYNCHRO-SYSTEMS: These are systems that react or interface with their human operators to a level where they actually enhance their performance. Synchro systems usually give a bonus to their pilot's REF and/or DEX characteristics or WA.

Animorphic: This is the form used to create animals of all types, from giant tigers to spiders. The animorphic form usually consists of a main body and two or more pairs of legs; a tail is optional.

Abilities: +2 Surface MOVE. +1 SDPs or KILLS (as applicable) to melee damage.

Aircraft: This is the form used to create all types of flying vehicles, including spaceships. In general, this form consists of a main body and two or more paired wings; although an aircraft doesn't require wings in many cases. **Abilities: Thruster speed doubled, -2MV.**

Bases This is the form used to create non moving, protected places. The form consists of a main body (in this case, the largest "room" and several extremities (or subrooms/ passages). A Base cannot be moved. **Abilities: +2 Armor SDPs or KILLS (as applicable), 360° firing arc.**

MEKTON PLUG-IN

2 Buy the Parts

Decide how big the **main body** (aka the torso) of your vehicle is. The examples on the table will give you a few ideas of rough sizes; pick the closest approximation. Now, buy your main body. If you have heads, arms, legs, wings, tentacles, wheels, treads or other extremities (aka servos) attached to the main body, buy these next. Extremities may not be more than 1 level greater than the Main Body and Servos with SDP *may not* be combined with Kills.

LEVEL	EXAMPLE	MAIN BODY	PP	WEIGHT	EXTREMITIES OR ARMOR	PP	WEIGHT
MICROLIGHT 1	LIGHT BODY ARMOR	10SDP	0.3	10KG	5SDP	0.1	5KG
MICROLIGHT 2	HVY BODY ARMOR	20SDP	0.4	22KG	10SDP	0.2	11KG
MICROLIGHT 3	CYCLE, SMALL CAR,	40SDP	0.5	.4TON/400KG	25SDP	0.3	.3TON/300KG
MICROLIGHT 4	CAR, COPTER, POWER ARMOR	60SDP	0.8	.6TON/600KG	35SDP	0.5	.4TON/400KG
MICROLIGHT 5	BIG CAR, SMALL TRUCK	80SDP	1.0	.8TON/800KG	45SDP	0.6	.5TON/500KG
MICROLIGHT 6	TRUCK	100SDP	1.5	1TON/1000KG	50SDP	0.7	.6TON/600KG
SUPERLIGHT	SMALL PLANE	2K	2	1TON	1K	1	.5TONS
LIGHTWEIGHT	APC, ARMORED CAR	4K	4	2TONS	2K	2	1TONS
STRIKER	FIGHTER JET	6K	6	3TONS	3K	3	1.5TONS
MEDIUM STRIKER	TANK	8K	8	4TONS	4K	4	2TONS
HEAVY STRIKER	CARGO JET	10K	10	5TONS	5K	5	2.5TONS
MEDIUMWEIGHT	SMALL GIANT ROBOT	12K	12	6TONS	6K	6	3TONS
LIGHT HEAVY	JUMBO JET	14K	14	7TONS	7K	7	3.5TONS
MEDIUM HEAVY	TYPICAL GIANT ROBOT	16K	16	8TONS	8K	8	4TONS
ARMORED HEAVY	BIG GIANT ROBOT	18K	18	9TONS	9K	9	4.5TONS
SUPERHEAVY	SMALL SHIP, SPACESHIP	20K	20	10TONS	10K	10	5TONS
MEGAHEAVY	HUGE GIANT ROBOT	22K	22	11TONS	11K	11	5.5TONS

3 Buy Armor

This is the **Physical Defense (PD)** of your vehicle. You'll use the same column of the table as you did for Extremities. The PD level of armor on the table above is as listed for that level; the OP cost is the PD multiplied by the number of extremities and your main body combined. You may not armor a mecha higher than 2 levels over its Main Body level, all areas must be armored at the same level, and you may not combine SDPs with Kills.

4 Choose Weapons (if any):

Using the weapons table below, choose how you want to arm your mecha. Weapons are purchased by their **damage classes**, not by any specific weapon; the weapons listed are only examples. Feel free to invent the effects and style of the weapon you want. Weapons are constructed by buying the basic DC or Kills of the weapon, then buy the range and accuracy of the weapon. **Note:** The largest weapon you may place on any Microlight main bodied mecha is 3K.

DC	TYPICAL WEAPON EXAMPLE	BASE COST
DC 7	LIGHT RIFLE	5
DC 8	HEAVY RIFLE	8
DC 10	50 CAL MACHINEGUN	10
DC 11	MAN PORTABLE HOWITZER	11
DC 12	15MM CANNON, MAN PORTABLE LASER CANNON	12
DC 13	20MM CANNON	13
1K	RAILGUN, 30-50MM CANNON, LT. BEAM GUN	14
2K	60-80MM CANNON, ROCKET POD, BEAM SWORD*	15
3K	90-100MM CANNON, MECHA MACHINE CANNON	16
4K	120-140MM CANNON, BEAM CANNON	17
5K	150-200MM CANNON, MECHA MEELE WEAPON*	18
6K	HVY. AUTOCANNON, MISSILE POD, HVY. BEAM GUN	19
7K	300MM CANNON	20
8K	HVY. BEAM CANNON	21
9K	ARTILLERY CANNON, MECHA HOWITZER	22
10K	LARGE ARTILLERY CANNON, MEGA BEAM CANNON	23
11K	BATTLESHIP CANNON	24
12K	CRUISE MISSILE, 18IN BATTLESHIP CANNON	20

*RANGE IS AUTOMATICALLY 1

Ranges & WAs

The Base **Range** for a ranged Weapon is 200m/yds; you'll add +1 for every doubling of range. **Weapon Accuracy (WA)** is purchased at +1 point for each additional level over a starting base of +0.

5 Get a Final Total of SDP or Kills

Now, add the SDP (or Kills) of your main body, all extremities, all armor and all weapons together. This is the total SDP or Kills of your vehicle.

6 Buy Thrusters

Thrusters allow your mecha to fly. To determine a cost, multiply your total weight (by x 0.0075 for mecha a ton or more, or 0.125 for mecha *under* a ton), then multiply that result by the MOVE you want as your top flight speed and round off. *Example: For a 76.5 ton mecha to fly at a MOVE of 100 would cost 57 OP (76.5 x 0.0075=0.57; 0.57 x 100=57.3 rounded down to 57.)*

But even with a MOVE of 100, our mecha barely gets over 400 mph. So how do we get faster mecha? We get around this by using a game convention called **THE AFTERBURNER RULE**. With this rule, you can buy the Option (below) to move at one Mach level (@750mph) for every 100 MOVE of thrusters purchased. This Mach Speed is *only* useable in high speed, straight line, **non-combat** movement.

7 Buy Options

Now decide what options you want to add to your mecha. **Options** (like hands, computers, etc.) are purchased as add-on parts. (Note that hands, claws, talons etc. must be bought for each extremity they'll be used on. Body Armors don't need hands; the operator's hands will do). Buy these options separately from Cost Multipliers (below).

Cost Multipliers are options applied *overall* to your mecha to get the effects you want. Choose the Cost Multipliers you want, add them *together* to get one Cost Multiplier number, then apply that to your mecha's Cost. Add that result to the mecha's Base Cost to get its Total Cost.

OPTIONS	
Hand	2ea Security system
Claw	4ea Escape System
Talon	2ea Pincer
Sensors	4ea Weapon Linkage
Computer	1 per level of INT Containment Facilities
Laboratory	1 per type of speciality Storage
COST MULTIPLIERS	
Auto systems	x0.1 for each level of INT, REF, DEX +5 skills at +5 each
Land Speed	x0.05 per +5MOVE, no max.
Faster Than Light Speed	x1.25
Mach Speed	x.25
Maneuverability	0.1 per +1MV, up to max of 0.
Scale up Kills by factor of 10 (weight goes up x10)	x25
Scale up Kills by factor of 100 (weight goes up x1000)	x500
Stealth or Cloaking Field (defined by GM)	x0.3
Style	x0.01 for each +1 bonus to Pilot's PRE, to a max of +3
Sublight speeds (escape velocities, up to 1AU per day at GM's choice)	x0.75
Synchro Systems	x0.5 for +2 to Pilot's REF & DEX, +1 to all WA's
Transformation	Total Cost x 0.3 for every form taken
Water Propulsion	x0.025 for every +5 MOVE

8 Calculate Your Surface Move & MV

Add up the weight of all the parts of your mecha to determine its total weight. Then check below to determine its MOVE and its **Maneuver Value** (i.e., how maneuverable it is—MV reduces your REF, and thus your piloting/driving skills).

Example: Our 76.5-ton Beastmecha has a MOVE of 15 and an MV of -7.

Weight	MOVE	MV	Mph/Kph
<1 TON	35	-0 to REF	70/105
01-19t	30	-1 to REF	60/90
20-29t	25	-2 to REF	50/75
30-39t	25	-3 to REF	50/75
40-49t	20	-4 to REF	40/60
50-59t	20	-5 to REF	40/60
60-69t	15	-6 to REF	30/45
70-79t	15	-7 to REF	30/45
80-89t	10	-8 to REF	20/30
90-99t	10	-9 to REF	20/30
100t +	10	-10 to REF	20/30

EXPERIENCE

1 EXPERIENCE: IMPROVING YOURSELF

Sooner or later, you will want to improve your Skills, Characteristics or Powers from the levels at which you purchased them at. There are several ways in which to do this:

Study & Practice: You get a how-to book and start reading/practicing. Study is the hardest method, you have no idea of where to begin and no one to correct your mistakes. In general, it takes about 1 month of study to gain 1 point. The biggest limit to this method is that you can only improve your skill to a level of 3.

Being Taught: Superior to book learning. The teacher must have a higher level of skill than the student and must have the time to teach (how long this takes is up to the GM). But even the most knowledgeable teachers may not be any good at transferring their knowledge; that's where the skill of *Teaching* comes in. The teacher averages his skill in the subject to be taught with his Teaching skill; he may then teach the student up to that level of skill. How long this takes is up to the GM, who can award points over the passage of time (usually 1-2 points per month).

Experience: Still the best teacher. Whenever you do something really well, the GM may award you with 1-2 Option Points right on the spot. The problem is that these points are applied to the skill you were using to get the award. Therefore, if you want to get better in a skill you should use it very chance you get.

Another way to improve Characteristics, Skills and other Campaign Options comes into play AFTER character creation; winning Option Points through adventuring with the character. There are two major ways to gain these points:

Roleplaying: While it isn't exactly part of the game reality, Referees should always reward their players for how well they play the character; after all, that's why we're doing this. Here are a few suggestions:

ROLEPLAYING	AWARD
Player was clever, inventive, or roleplayed well	1, 2 pts.
Player solved a mystery or major point of plot	1 pt.
Adventure was resounding success	2,3 pts.
Base points for being in scenario	1, 2 pts.

Assigning Points: The GM can also give out points for specific skills or attributes, or even assign those points to a particular Skill, Power or Perk as a bonus over and above the regular points for a session. We like to call this the "Radiation Accident Gives Player New Powers Rule," because it is best employed whenever a player undergoes a particularly meaningful adventure that may well change his life

2 Buying Stuff with Your Points

So the GM just dumped a whole load of points on you—great! But how do you use them? Much like real currency, all Option Points need to be cashed in to buy or improve Skills, Powers and Gear (even Characteristics with your GM's agreement)

- **To BUY UP SKILLS:** ONE point for each LEVEL of the new skill. *Example: To buy a skill from 3 to 4 would require 4 Option Points.*
- **To BUY UP CHARACTERISTICS:** FIVE points for every one point of Characteristic improvement, plus the permission of the GM. *Example: to improve your REF from 5 to 6 would require 5 Option Points and your GM's agreement.*
- **To BUY UP POWERS** (if applicable): FIVE points for every one point of Power improvement, plus the permission of the GM. *Example: to improve your Energy Blast from DC3 to DC4 would require 5 Option Points and your Ref's agreement.*
- **To GENERATE CASH:** 1 Option Point equals 100 dollars (or other money unit, plus the GM's permission. *Example: to gain \$500.00 would require 5 OP and your Ref's OK.*



It's Christmas Time!

Experience is one of the most problematic parts of running a campaign. Too little, and your players become frustrated at not accomplishing anything; too much, and they become jaded because everything is too easy.

One trick to maintaining both balance and excitement is to use the "Christmas" theory of experience; keep the awards relatively small from game to game, with a *large* award at the end of an entire adventure arc. The award should be in a discreet "Christmas Present"—a coveted vehicle (or points which can only be used to create a vehicle), "Special training" (where Skill points must go to a specific Skill area), or a "Radiation Accident" that provides points that create or improve specific powers.



THE RULE OF X

This is a very important option for Referees who want more control over their campaign's growth. The Rule of X is a simple way to set the overall power of the campaign, and to keep it at that level.

Simply, the Rule of X limits how powerful characters can start off at in a campaign. (Well, the GM can of course break this rule for the Non-Player Characters, but the players must stick to it.) Here's how it works.

FOR ATTACKS: The Damage or P Cost of your largest attack (whichever is higher) added to your Reflex plus your Skill in that attack cannot be greater than X.

FOR DEFENSES: Your Hits divided by 5, plus your largest Defense/5, added to your Dexterity plus your applicable defensive Skill cannot be greater than X.

The value of X depends on the power level you want for the campaign. For instance, a superhero campaign might start with the Rule of 20. A character with a STR of 12, and a Reflex of 6, could have no more than a Skill of 2 with his hand-to-hand attacks ($12 + 6 + 2 = 20$). A martial artist with 40 Hits and a Dexterity of 7 could have no more than a 5 Skill with his martial attacks ($[40/5] + 7 + 5 = 20$). Some suggested values for the Rule of X are.

CAMPAIGN STYLE	RULE OF X
<input type="checkbox"/> EVERYDAY [REALISTIC]	14
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	16
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	18
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	20
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	22
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	24

The Rule of X primarily is used to set the initial power level of a campaign, and is not generally used to limit characters after their creation (although it's a good idea to keep it in force *all* the time when running superheroic games). Instead, the GM should use the Rule as a *guide* for handing out experience or powerful "goodies" that might unbalance the campaign.

The Rule of X can be changed during the course of a campaign to let characters become more powerful, if the GM so desires. This current Rule of X should also be applied to all new characters entering the campaign.

TIME, TURNS & SPEED

Now that you've created a character, its time to use him or her in the gaming environment. This means learning how Time (and Turn Order), Facing, Distance and Movement work in the Fuzion system.



1 IT'S FUZION TIME!

Fuzion uses two ways of measuring time. The first, **ROLEPLAYING TIME**, works just like it does in real life; dividing reality into seconds, minutes, hours, days, weeks, etc.

THE TIME TABLE

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

The second way, **COMBAT TIME**, is far more exacting. In Combat, time is divided into **3 second combat PHASES**. (Note: In HERO, this is roughly equivalent to Speed 4.) Anything that takes longer than a phase is considered to be a **LONG ACTION**, and will take at least 12 seconds to complete. In extreme cases, you may even want to use minutes or hours to describe especially long actions.

2 WHO GOES FIRST?

Each Phase, every player (who isn't unconscious or otherwise out of the fight) gets to do something during the phase. But who goes first? This is decided by determining **initiative**. There are two Switch Positions for determining initiative:

SWITCH 1: (better for group of characters vs. Ref-run melees.) The character with the highest REF *always* acts first in a phase. They may also be allowed to hold their action (see *Wait* under *Advanced Actions*) and act later in the phase. The character with the next highest REF score acts next and so on. If the characters are still tied, then roll a die to break ties at the start of combat; the higher number goes first.

SWITCH 2: (best for Character vs. Character melees) At the beginning of each phase, each character rolls 3 dice and adds their REFLEX Characteristic. The character with the *highest* total acts first for that phase (they are also allowed to hold their action and act later in the phase.) The character with the next highest total acts next and so on. Roll an additional die to break ties; high number goes first.

Once the phase order has been determined, each character takes their **TURN**. Then the next character gets a chance to do their action, until all characters have had their chance to act. Then the sequence begins again with a new phase.

3 SO IT'S MY TURN. NOW WHAT?

Once your turn comes up in the phase, you can start taking **ACTIONS**. Actions are basically things you can do within the span of a few seconds, like use a weapon, dodge, or even start an Action that may stretch over several phases (like picking a lock).

What Can I Do As An Action During My Turn?

You can do **one thing** each Phase. This could include:

- ATTACK
- MOVE
- DODGE
- NON COMBAT ACTION

Each one of these things would be considered an Action.

Free Actions

These are things you can do automatically, without spending any of your Actions. An example would be standing up, using Breakfall, maintaining a Power (*Darkness, Telekinesis, Force Field and Invisibility* to name a few) that's already been turned on, or any power that doesn't require a roll. To be sure, ask the GM of your campaign what Actions are free in his game.



4 Speed

In order to give the proper flavor to superheroic combat, we've added the **Speed Characteristic** to this rev of Fuzion. A character's Speed is the number of Phases the character may act in one Round. Normally in Fuzion, every character gets 4 Phases in each Round. When using the Speed characteristic, each Round is divided into 12 Segments of 1 second each. Refer to the Speed Chart to find when your character takes a Phase. The character's Speed is across the top of the chart, and the Segment is listed along the left; each X indicates when a character gets a Phase. For instance, a character with a Speed of 5 gets to act on Segments 3, 5, 8, 10, and 12.

Each Round, the GM should begin by counting off the segments ("Segment 1, segment 2...") until a Segment is reached where a character has a Phase. All characters with a Phase in that Segment get to act, following the usual rules for determining who goes first. Combat usually begins on Segment 12, giving everyone a chance for an action and then a free Recovery (at the end of each Segment 12, all characters get a free Recovery without having to use a Recovery Action). Targets that are surprised would not act in Segment 12.

Characters can choose to act at a lower Speed in a Round (thus saving Endurance). The character's acting Speed must be chosen before Segment 1, and the character must stay at that lower Speed for the entire Round.

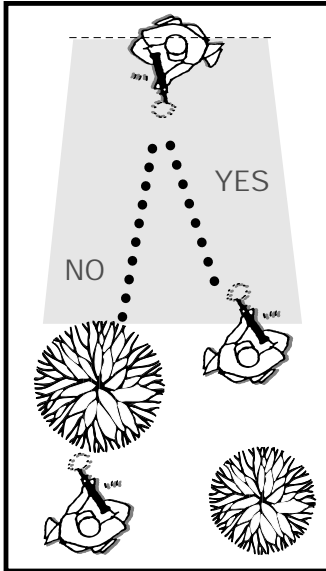
PHASE	CHARACTER'S SPEED											
	1	2	3	4	5	6	7	8	9	10	11	12
1	—	—	—	—	—	—	—	—	—	—	—	X
2	—	—	—	—	—	X	X	X	X	X	X	X
3	—	—	X	X	—	—	X	X	X	X	X	X
4	—	—	X	—	—	X	X	—	X	X	X	X
5	—	—	—	X	—	—	X	—	X	X	X	X
6	—	X	—	X	—	X	X	X	X	X	X	X
7	X	—	—	—	—	—	X	—	X	—	X	X
8	—	—	X	—	X	X	—	X	X	X	X	X
9	—	—	—	X	—	—	X	X	—	X	X	X
10	—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

5 An Alternative to Speed

A shorthand way to deal with reaction times is to give players *extra* actions instead of using a Speed chart. For every 4 points of Speed (or 8 pts of REF) the character has, he gets one additional Action each phase (essentially Speed 4 in the HERO system).

CHARACTER SPEED	1-4	5-8	9-10	11-12	13-16	17-18
ACTIONS EACH PHASE	1	2	3	4	5	6

DISTANCE & MOVEMENT



1 FACING
Facing is the direction you are pointing. Since many Fuzion games are played “in head” (without maps), the rule is that you can face anything positioned forward of your shoulders (illustration).

When using a standard gaming hex map, characters can normally “face” through any three adjacent sides (not corners) of the hex they are standing in.

A Note about Using Figures

One reason we’ve used the meter-yards formula for computing distances in Fuzion is that it corresponds pretty well with a generic 6 foot character (ok, a meter isn’t exactly 6 feet, but for convenience’s sake, it works well enough). This allows you to use almost any size of figure in play—the actual figure becomes a useful 2 yard “yardstick” to measure distances. Army men, action figures, even fashion dolls—anything can work with this simple scale system.

2 Line of Sight and Firing Arc
Facing is only part of the story. The other part is whether or not you can actually see (and attack) your intended target. This is called **Line of sight**.

Shooting Blind

When something is between you and your target, it blocks your line of sight. You may still shoot at it (assuming your weapon can penetrate the obstacle), but will have to attack *blind* (making a Perception Roll with a Difficulty Value determined by the GM. A successful roll allows you to shoot at a -2 to your REF; an unsuccessful roll increases this to -4.

WHAT YOU CAN SHOOT THROUGH
Trees • Brush • Smoke • Tents • Glass • Snow
WHAT YOU (USUALLY) CAN'T SHOOT THROUGH
Concrete • Brick • Metal • Ice

Partial Cover

An obstacle may also only *partially* block your line of sight, allowing you to try and shoot around it. Determine how much of your target is exposed, then reduce your Attack roll as below:

COVER	MODIFIER
Half Body.....	-2
Head and Shoulders Only	-3
Head only	-4
Behind someone else.....	-4
Target prone.....	-2
Target crouched or kneeling.....	-1

3 DISTANCE & MOVEMENT
Distance in Fuzion can be measured in either meters or yards (we admit to fudging the numbers a bit to allow us to use the same values for each; in reality a meter is slightly longer). Measurements will always be listed in both, usually with the abbreviation “m/yds”. Either way, you should pick one unit of measure and stick with it.

Movement is the distance a character or vehicle can move in a phase—this value is always determined by your MOVE characteristic. As a rule, there are two scales of Movement used in Fuzion. The first scale is **FIGURATIVE MOVEMENT**; the raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions.

The other is **LITERAL MOVEMENT**; a measurement of actual distance. This is best for realistic distances. As a general rule:

- Multiply the MOVE of the character or mecha by 2 m/yds per phase to determine its “combat” or “running” distance.
- Multiply the MOVE of the character or mecha by 3 m/yds per phase for its non-combat or sprinting distance.

HINT: We don’t really recommend even *bothering* with literal movement above speeds of 50. Most of the time, you’ll want to just use a general speed, determined as below:

- To get KPH ground speeds, multiply the non combat or combat move of the object by 3 kph. *Example: with a non combat move of 18, I run at 54 kph.*
- To get MPH ground speeds, multiply the non combat or combat move of the object by 2 mph. *Example: with a non combat move of 18, I run at 36 mph.*

Special Case: Mach Airspeeds

- To get most KPH airspeeds, you’ll multiply the combat move of the object by 3 kph. However, if the vehicle is especially fast, it may be able to apply the **AFTERBURNER RULE** (pg. 12), which allows it to increase its non-combat velocity to Mach values (@1125kph) for every 100 points of MOVE. *Example: at a MOVE of 250, my jet moves at an “afterburner” move of Mach 2 (roughly 2,244 kph).*
- To get combat MPH airspeeds, you’ll multiply the non combat or combat MOVE of the object by 2 mph. Applying the **AFTERBURNER RULE** to those with that option will allow them to move at a non-combat velocity of Mach 1 (750mph) for every 100 points of MOVE. *Example: at a MOVE of 200, my jet moves at a non-combat “sprint” of Mach 2 (roughly 1,500 mph).*

4 MOVEMENT RULES

A few basic rules govern how you move during a phase:

- In *Fuzion*, objects accelerate or decelerate at a rate of 10 MOVE per phase.
- You may not move (or shoot) through any solid person, object or thing (see illustration above).
- Your movement will be slowed by the type of terrain you cross over. Terrain is rated as *Easy*, *Rough* and *Very Rough* and reduces your overall MOVE characteristic in the following manner:

EASY	ROUGH	VERY ROUGH
No Reduction	Halves MOVE	Quarters MOVE

Note that the roughness of the terrain doesn’t mean that it’s full of rocks; just that it’s *hard to cross*. **ROUGH** terrain could include choppy waves, turbulent air, or light brush. **VERY ROUGH** might be mud, snow, ice or thick brush. **EASY** would be grass, sidewalks and open skies. The terrain type is decided on by the GM, and is based on the majority of terrain you will be crossing over that phase. *For example, if you ran over 4 m/yds of Easy terrain and 6 m/yds of Rough, the GM would probably rule that you were moving through Rough Terrain that phase.*

TAKING ACTION

Whenever your character tries to do something (called taking an Action), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you'll just tell the GM what you're doing, and no die roll is needed.

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where TASK RESOLUTION comes in. All tasks in Fuzion are resolved with the same formula: take the relevant CHARACTERISTIC and add to it the relevant SKILL, resulting in an ACTION VALUE [AV]. Then add a die roll to your AV to create an ACTION TOTAL [AT]. Compare the resulting AT to a DIFFICULTY VALUE (below). If you equal or exceed the DIFFICULTY VALUE, you succeed!

WHICH CHARACTERISTIC DO I USE?

Usually common sense will tell you what Characteristic to use:

INTELLIGENCE	Memory, problem solving
WILLPOWER	Ability to face danger, fear, stress
PRESENCE	Interactions with others.
TECHNIQUE	Manipulating tools, instruments
REFLEXES	Fighting and driving/control skills
DEXTERITY	Physical Abilities. Dodging, athletics
CONSTITUTION	Resistance to pain, disease, shock
STRENGTH	Muscle mass and physical power
MOVEMENT	Running, swimming feats

...or the GM can decide if it's in dispute.

WHICH SKILL DO I USE?

The GM will usually decide which Skill fits the task best. *Example: when attacking with a weapon, use the Weapon Skill for that weapon or Hand to Hand if you're using your fists. If Driving a car, use your Driving Skill instead, and so on.*

WHICH DIE ROLL?

This is one of the basic decisions you have to make before you begin playing Fuzion: what Dice should you use? While standard 6-sided dice are always used for damage, in Fuzion, you can use either 3 six-sided dice (the HERO OPTION) or one 10-sided die (the INTERLOCK OPTION) for resolving actions. The GM should decide at the start of the campaign what kind of dice will be used; this will then be in effect for all characters within that campaign.

Your AV (CHARACTERISTIC+SKILL) + a DIE ROLL
vs the DV (DIFFICULTY VALUE) + 10 (or a DIE ROLL)

WHAT'S THE DIFFICULTY VALUE [DV]?

The DIFFICULTY VALUE [DV] is a number you must roll equal or higher than with your combined ACTION VALUE and a DIE ROLL. DIFFICULTY VALUES come in two flavors: OPPOSED and UNOPPOSED:

OPPOSED: When attempting a task against another character, such as attacking someone, the DIFFICULTY VALUE (aka DEFENSIVE VALUE) is determined by the CHARACTERISTIC+ SKILL of the character opposing you.

UNOPPOSED: When attempting a task involving non-living objects or an ability, the DIFFICULTY VALUE is given to you by the GM, based on how tough he thinks the task is. These DVs do not add die rolls or a value of 10. They are determined by using the UNIVERSAL DIFFICULTY VALUE TABLE below:

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

In general, if a character has a Heroic Characteristic and an Heroic Skill, he has about an even chance to succeed at a Heroic task. GMs should use these values as guidelines; feel free to use Modifiers (pg. 146 & 147) to make it more or less difficult.

Difficulty Values, The Easy Way

If the GM doesn't have the UNIVERSAL DIFFICULTY VALUE TABLE handy, there's an easy way to get the right DIFFICULTY VALUE: Ask the player for their ACTION TOTAL, then assign a DIFFICULTY VALUE in relation to that total: A really easy task adds -4 or -3 to the DV, an easy task adds -2 or -1, a tough task adds +1 or +3, and a really tough task adds +5 or +6.

A DIE ROLL OR STRAIGHT 10?

Fuzion's unusual "parentage" offers you two ways to resolve the DV side of the outcome. The first is the HERO Option (from the Champions side of the family), which uses a straight value (10) instead of a die roll. This option gives your campaigns a more predictable feeling; once your skills are high enough, you can depend on almost always making the grade. Remember; when using this option, the Attacker should roll three six sided dice.

The second is the INTERLOCK OPTION (named after RTG's core system used in *Cyberpunk* and *Mekton*), in which a 1D10 die roll is added to the Difficulty (aka Defensive) Value of the Defender. This option tends to give your campaigns a more unpredictable flavor; even the toughest characters will have to depend on Luck against an equally skilled opponent. Remember, when using this option, the attacker should always roll a single ten sided die.

Either option works equally well and both are scaled to fit the Difficulty Value Table at left.



Or Do You Even Need to Roll at All?

The GM can also choose to automatically count as a success any task where the player's Characteristic+Skill total already meets or beats the Difficulty Value.

USING YOUR SKILLS

Using your Skills is the most common kind of Action outside of Combat. The first step in using a skill is determining what Characteristic you're going to use and what Skill to pair it up with when you do something:

1 WHAT CHARACTERISTIC DO I USE?

In general, common sense should tell you which Characteristic to use for a particular task, or the GM of your campaign can decide if there's a dispute. However, the following guidelines will usually apply in almost any case:

IF THE SITUATION INVOLVES	USE
...an issue of knowledge or experience or is otherwise mental.....	INT
...interacting with someone (e.g. lying to them, impressing them, etc.).....	PER
...resisting an interaction, or if it's a matter of willpower.....	WILL
...using tools, instruments or having technical affinity.....	TECH
...an issue of speed, such as races of swimming, skating or skiing.....	MOVE
...using hand-eye coordination or manual dexterity (e.g. guns or vehicles).....	REF
...engaging in gross physical movement (athletics, using fists and blades).....	DEX
...a matter of raw physical strength (mainly a Strength Feat).....	STR
...a matter of endurance and time.....	CON

The most important thing is to look at the type of task you're trying to perform first. This will determine the most applicable Characteristic upon which to base your Skill. One side effect of this method is that you may often find the same Skill being combined with different Characteristics, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique characteristic in combination with your Performance Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your Personality Characteristic in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

2 WHAT SKILL DO I USE?

The overriding rule here is that the GM will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your GM to give you a lot more leeway; maybe your Social Skill may be far more useful in convincing the gang leader to release the hostages than your Persuasion, especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of the Fuzion system: flexibility.

3 WHEN YOU DON'T HAVE A SKILL

Sometimes, you just don't have a Skill to use. In these cases, there are two options the GM can use. The first is the *Outta Luck* option: you just don't get a Skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a Characteristic and dumb luck (a good time to use that LUCK you've been hoarding).

The second route is the *Cultural Familiarity* option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more widely educated you are, the more chance you may have run across something relating to what you're about to attempt. Therefore, whenever you don't have a Skill that will apply, you can gain one point for every three points of Education you currently have. And since most people start with at least 2 points of Education, one point of ADDITIONAL Education may be enough to get you a start. Use of the above rule is, of course, subject to the decision of the GM.

4 IMPROVING SKILL USE

Besides the basic ways of using skills, there are a few other variations that can improve your chances:

Trying Again

If you fail a Skill Check, you can't try again until your check has improved for some reason; you took longer, used a better tool, or made a complementary Skill Check.

Complementary Skills

A Complementary Skill Check is where the use of one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good Performance check would make the swaying (Persuasion) a lot easier. As a rule of thumb:

- 1) At the GM's discretion, a good roll in one skill may have a bonus effect on the subsequent use of a related skill. This bonus will be in a ratio of +1 additional bonus point for every 5 points the related skill succeeded by. *Example: Sue wants to convince Bob to go out with her (Persuasion). By making a really good Wardrobe and Style roll, she could increase her Persuasion by dazzling Bob with her sexy wardrobe.*
- 2) As a rule, this bonus will usually only affect a subsequent attempt once. One really high Wardrobe and Style roll won't allow Sue to convince Bob to marry her; it just helps get her the date. The rest is up to fate.
- 3) As a rule, this bonus should only involve the interaction of one skill attempt on one other Skill attempt.

Taking Extra Time

Taking extra time can also give you a bonus to your Skill Roll. For every level on the Time Table used beyond the amount of time the GM assigns to the task, add +1 to the Skill Roll. *Example: The GM says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.*

THE TIME TABLE
1 PHASE = 3 SECONDS
1 ROUND = 12 SECONDS
5 ROUNDS = 1 MINUTE
5 MINUTES
20 MINUTES
1 HOUR
6 HOURS
1 DAY

Critical Success...

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the original roll to enhance it's effects. The rules for this depend on which dice option you are using:

- **If you're rolling D10:** On a natural roll of 10, you've scored a critical success. Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.
- **If you're rolling 3D6:** On a natural roll of 18, roll two additional D6's and add this result to your original roll.

...and Critical Failure

Sometimes even the best of the best have a bad day.

- **If you're rolling D10:** On a natural roll of 1, Roll an another 1D10 and subtract the result from your first roll.
- **If you're rolling 3D6:** On a natural roll of all 1's, roll two additional D6's and subtract the result from your first roll.

ACTIONS: BASIC & ADVANCED

1 PERFORMING ACTIONS

In Fuzion, each player can perform one action per phase. But what kind of actions can you perform when your chance comes up? And how do they all work together? In general, there are two kinds of Actions in Fuzion: **Basic Actions**, which are simple descriptions of tasks you'll want to perform during your turn, and **Advanced Actions**, which represent more sophisticated maneuvers that add strategy and tactics to your game play. Both have advantages; Basic in speed, Advanced in subtlety.

The following section discusses Basic Actions a character can perform, each explained. Advanced Actions are described on the following page in their own section. Both also have useful summary pages to recap what each action means.

BASIC ACTION DESCRIPTIONS

ATTACK: Use a weapon, power or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this (see Combat Modifiers, pg. 42 - 43). Specific weapons may have other modifiers to take into account as well.

BLOCK: (OR PARRY) Use this Action to deflect attacks. In general, this means stopping a SPECIFIC *Melee* or *Hand to Hand* attack in addition to your normal Defense Value. When Blocking an attack, make a *Hand to Hand* Defense or *Melee* Defense roll against the roll which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next phase regardless of normal turn order.

This is a good time to introduce the **Rock, Papers, Scissors Rule of Blocking**. As a general rule, certain defenses can be used to physically block certain kinds of attacks; against other attacks, these defenses are worse than useless. (You could lose an arm!)

DODGE: Use this Action to make yourself harder to hit. Instead of attacking, you may declare that you are actively dodging and gain +3 to your Defense Value against all attacks that Phase.

GET UP: Use this Action to stand up after being knocked down.

GRAB: Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his opponent; he may also attempt to grab a weapon from his opponent's grasp. Use an Opposed Skill check to see if you can break out of a Grab (use STR Characteristic plus Hand to Hand, Athletics or Martial Arts (whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 DEX to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

Move (Half Move): This action allows you to move up to half your Run (or other Combat Movement power) distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)

RUN (COMBAT MOVE): Allows character to move up to their full Running Characteristic that phase.

SPRINT (NON-COMBAT MOVE): Use this Action to move faster each phase—up to your full Sprint speed, but at 1/2 DEX and 0 REF while doing so.

OTHER ACTION: Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How long an Other Action takes is up to the GM; they may well decide that what you describe takes several rounds to perform, or it may have modifiers on your DEX. Some Other Actions: drawing a weapon, getting into or out of a vehicle (or mounting or dismounting from a horse), transforming, and clearing a jammed weapon. All of these Actions take up your full phase.

THROW: This allows the attacker to use a thrown weapon (grenade, bottle, mug, small car). The object must be liftable by the character, and may be thrown using the character's *Athletics* Skill. Improvised, non-aerodynamic objects can be thrown at at -4 penalty. If the character is throwing something larger than 4 square m/yds (roughly 2x2), it can be treated as an *area* attack.

AS A RULE OF THUMB, ALWAYS REMEMBER:

- Wood damages Flesh
- Metal damages Wood
- Energy damages Metal

BASIC ACTION SUMMARY

ACTIONS	NOTES
ATTACK (SHOOT OR STRIKE)	Make Attack (optionally, add modifiers); autofire attacks count as one Action. Kicks do +1D6 at -1 to hit.
BLOCK	Stops any one attack with a successful Defensive Roll vs the Attacker's Attack roll. You attack first next phase
DODGE	Makes you harder to hit against all attacks this phase—adds +3 DV, but you cannot attack
GET UP	Get up from being prone
GRAB	-2 to perform; grab target or gadget; -3 Defense for both
MOVE	Move up to half your Combat Move and do something else.
RUN	Move up to your full Combat Move (a Run).
SPRINT	Move up to your full Non Combat Move at 1/2 DEX, 0 REF
OTHER ACTION [OR USE A SKILL]	Any single action not otherwise specified, such as reloading, mounting a vehicle, changing weapons, etc.
THROW	Throw one object (-4 if not made for throwing).

2 TURN SEQUENCE SUMMARY

Each Phase, roll one die and add your REF. During this 3-second segment, do the following:

- [A] CHOOSE YOUR ACTION You have 1 ACTION each Phase. These actions can be Attacks or involve other types of activity. If attacking go to [B]; if not, skip down to [D].
- [B] CHECK LINE OF SIGHT You can attack anything positioned forwards of your shoulders, as long as nothing else is in the way.
- [C] CHECK RANGE Each attack has a range, listed in meters/yards. If using figures, assume one figure is equal to 2 meters (or @6 feet) of range from top to base. If you are in range, you can attack.
- [D] RESOLVE ACTION See TAKING ACTION [pg. 37]. In general, roll 1die and add to your Characteristic+ Skill. If the action was an Attack, go to [E]. If not, go on to NEXT PHASE [F].
- [E] RESOLVE DAMAGE If you hit, roll a number of 6-sided dice equal to the **Damage Class** (pg. 46 of the Attack).
- [F] GO TO NEXT PHASE Start again with the process.

3

ADVANCED ACTIONS

These are other Actions you can take besides the Basic ones. Remember that even this list is only a fraction of the possible maneuvers you may want to invent or add to your campaigns.

ADVANCED ACTION DESCRIPTIONS

ABORT: Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, or Dive For Cover) using their *upcoming* action. Characters continue to do this defensive action until they can act again in the next phase.

AIM: This action allows you to improve your chances to hit with a ranged weapon (only). Each action taken aiming adds +1 to your attack, up to three actions total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.

CHOKER HOLD: A two hand or one arm Grab maneuver (unless you're really big and your GM allows you to use one hand or arm). Once a successful Choke hold is established, the choker will do 2D6 in killing damage unless the Choke is broken by the victim.

DISARM: On a successful Attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a STR + *Hand to Hand* roll versus the defender's STR + *Hand to Hand* roll; if the attacker wins, the defender drops the weapon. Use the area effect table to determine where the weapon falls, with your opponent in the center.

DIVE FOR COVER: This action allows you to get out of the way of explosions and area effect attacks. You make a Defense roll (using an appropriate *Hand To Hand* or *Athletics* roll if allowed by the GM), against a Difficulty Value based on the distance (base of 8 for 1m +1 difficulty for every extra 1 m/yds). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the attack effects.

Diving for cover can be performed by holding an action (just in case) or by aborting to your next action if you have not yet taken your turn.

DRAW & ATTACK: By declaring this action at the start of the round, you are effectively trying to "fast draw" on your opponents. This allows you to draw and use a weapon in one action, instead of the normal two, but imposes a -3 penalty on your attack.

ENTANGLE: This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defense roll. An entangled character must act as though a Grab has been made; he can't move or attack until he escapes.

ESCAPE: This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ *Athletics* (or *Hand to Hand* skills) against the holder's *Athletics* (or *Hand to Hand*) skills plus their Strength. *Example: Although Fox's Athletics is 7, her STR is only 3. Brick's Athletics is only 3, but his STR is 10. The extra 3 point edge easily allows Brick to hold Fox immobilized.*

If pitted against a trap, you will use your STR+*Athletics* Skill against a Difficulty Value set by the GM. On a successful roll, you are free of the hold and may move again. *Hand to Hand* or Tech-based Skills may also be used in default of *Athletics* if the GM agrees.

HAYMAKER: You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit (because you're not worrying about keeping your balance or aiming, etc.).

MOVE BY: This action lets you use up to your full Move and make a *Hand-to-Hand* or *Melee* attack (only) at any point along that movement, at a penalty of -2 to your REF and DEX. You do your half STR damage plus 1 die for every 10m/yds moved. You will also take one third of that damage yourself.

MOVE THRU: This action lets you use up to your full Move and make a *Hand-to-Hand* or *Melee* attack (only) at the end of that movement, at a REF penalty of -1 for every 10m/yds moved and -3 to DEX. You do your STR damage plus 1die for every 5m/yds moved. You also take half that damage yourself.

RECOVER: Recovering gives you back Stun (and Endurance, if using that Derived Characteristic) equal to your Recovery score. If you choose to Recover for your action, you can do nothing else that phase. If you suffer damage while recovering, you may not recover Stun points that phase. You are at -5 DEX while Recovering.

SWEEP/TRIP: You put out a foot and send him sprawling. On a successful *Hand to Hand* roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next.

WAIT: Allows you to INTERRUPT another player's actions during their turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you *must announce*, when your part of the phase comes up, that you are planning to Wait. The important word to include in this announcement is *until*, stating what

condition must be met before you will act. An example might be, "I wait until Bob moves." or "I wait until I can see the whites of his eyes." If the conditions of your wait are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to INTERRUPT someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to shot at you (his action), you could then interrupt and fire. You need not roll to interrupt; it's automatic. This can also be used to cover an opponent—i.e.; hold a ready weapon on him—you interrupt his action (BANG!) if he attempts to escape.

ADVANCED ACTION SUMMARY

ACTIONS	NOTES
ABORT	Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your <i>upcoming</i> action this phase.
AIM	Each phase taken Aiming adds +1 to Attack, up to +3; no other Action possible
CHOKER HOLD	A Grab at - 4 REF. 2D6 Killing Attack. And you can't talk while being choked.
DISARM	Knock opponent's weapon from hand.
DIVE FOR COVER	Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs 8, +1 difficulty per each extra meter/yard dived.
DRAW & ATTACK	Draw weapon and attack in one Action. -3 Penalty to attack.
ENTANGLE	Immobilize opponent until he can make a Escape.
ESCAPE	Escape from Grabs or Entangles, using STR+Athletics (or combat) skill vs opponent's STR+Athletics (or combat) skill.
HAYMAKER	+3 dice damage, with -3 to REF.
MOVE BY	Full Move and HTH attack <i>during</i> movement with a -2 penalty. to REF & DEX. Damage = half of STR + 1 die for every 10m/yds moved. You will also take one third of that damage yourself.
MOVE THRU	Full Move and HTH attack at <i>end</i> of move with a -1 penalty for every 10m.yds moved and a DEX penalty of -3 total. Damage = STR + 1 die for every 5m/yds moved; you will also take one half of that damage yourself.
RECOVER	-5 to Defense Value, get Recovery back in Stun
SWEEP/TRIP	Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.
WAIT	Wait for a chance to take your action or hold an action til later.

LIFTING & THROWING

1 STRENGTH FEATS

One action that *doesn't* fall into the realm of the everyday in Fuzion are feats of strength. This is one place where reality must compromise with fiction, since many Fuzion settings deal with superheroes as well as more realistic types.

For most characters you can simply use one Strength scale to determine one's might. But how do you explain the abilities of most superheroes? How can a well built (but not exceptionally so) hero,—or a shapely fashion model with a thong and no visible muscles at all—lift a battleship and throw it a mile? Even if a human *could* lift a battleship, the distribution of weight around him would either (a) drive him into the ground like a nail; (b) punch a man-sized hole through the hull of the battleship, or (c) break the battleship in half. After all, what's holding up the parts of the battleship where our hero's hand's aren't?

It's pretty obvious that "entertainment" physics isn't like regular physics.

That's why the Strength table (below) can be "dialed" to suit the reality level of your campaign.

That way, characters with incredible Strength can lift the amazing tonnages that they do in comic books and manga; even though reality doesn't support this concept (or them).

The Strength table below is for **deadlifting** the weight to waist (or dragging it). **Pressing it overhead** would be **half** of your Lift, **carrying (at 1/2 normal MOVE), pushing or lifting it for throwing** would be reduced to **one fourth** of the listed weight.

Pushing

In a campaign like Champions, where Endurance (pg. 116) is used, the GM may allow characters to exert extra effort in emergencies; this **pushing** allows the characters to increase their STR to a **maximum of two additional levels**. Pushing costs 5 points of END per phase for every extra level of STR you are calling upon; when you run out of END, you burn STUN points instead, until you pass out. The GM may even allow greater pushes (over 2 extra STR) in extraordinary circumstances, by requiring a successful WILL + Concentration roll be made at the time.

CAMPAIGN STYLE	MODIFY CURRENT STR BY:
<input type="checkbox"/> EVERYDAY [REALISTIC]	-3
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	-2
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	-1
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	+0
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	+1
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	+2

STR	LIFT IN KILOGRAMS	LIFT IN POUNDS	EXAMPLE
.5	36 kg	72 lbs	Small Child
1	50 kg	110 lbs	Child
2	72 kg	158 lbs	Adult female
3	100 kg	220 lbs	Adult male
4	144 kg	317 lbs	
5	200 kg	440 lbs	Lion
6	288 kg	634 lbs	Motorcycle
7	400 kg	880 lbs	
8	575 kg	1,265 lbs	Small Car
9	1.15 tons	1,265 tons	Large car
10	2.5 tons	2.75 tons	Small Semi-truck
11	5 tons	5.5 tons	Light Tank
12	10 tons	11 tons	Small Jet
13	20 tons	22 tons	Battle Tank, Whale
14	40 tons	44 tons	Large jet
15	80 tons	88 tons	
16	160 tons	176 tons	Small Freighter
17	320 tons	352 tons	
18	640 tons	704 tons	Destroyer
19	1.25 kilotons	1.375 kilotons	
20	2.5 kilotons	2.75 kilotons	
21	5 kilotons	5.5 kilotons	
22	10 kilotons	11 kilotons	Building
23	20 kilotons	22 kilotons	Loaded Train
24	40 kilotons	44 kilotons	
25	80 kilotons	88 kilotons	
26	160 kilotons	176 kilotons	
27	320 kilotons	352 kilotons	
28	640 kilotons	704 kilotons	Battleship
29	1.25 megatons	1.375 megatons	Nuclear Submarine
30	2.5 megatons	2.75 megatons	Aircraft Carrier
31	5 megatons	5.5 megatons	
32	10 megatons	11 megatons	
33	20 megatons	22 megatons	
34	40 megatons	44 megatons	Mount Everest

If STR is above 34, double the previous value for each additional level

2 THROWING STUFF

Another area where the everyday goes beyond reality in some Fuzion settings is **throwing**. For when superhumans and demigods start tossing cars around, **throwing stuff** can get a *lot* more interesting:

1) Compare the weight of the object to the closest approximate weight on the **Weight Modifier table**. **IMPORTANT:** You must be able to *lift* the object in order to throw it (no cheating!).

2) Subtract the Throw Modifier value from your current **Throw (STR+4)**. Add +1 if the object is **aerodynamic**; also add +1 if it's **balanced** for throwing. Find your new Throw on the **Distance Table (below)** to determine how far you can throw the object. If the Throw is below .5, you can't throw it.

CURRENT THROW	.5	1	2	3	4	5	6	7	8	9	10
2m6m14m24m36m50m66m84m104m125m150m
240m480m960m1,920m3,840m8km*17km31km61km123km246km
491km983km1,957km3,932km7,862km15,725km31,450km62,899km125,798km251,597km503,194km

*Km values rounded to nearest .5 decimal place. To get miles from km, divide by 1.5

WEIGHT (KG)	WEIGHT (LBS)	EXAMPLE	MODIFY THROW
Less than 2 kg	Less than 4lbs	Baseball	-0
2kg	4 lbs		-1
4kg	9 lbs		-2
9kg	20 lbs		-3
18kg	40 lbs		-4
36 kg	72 lbs	Small Child	-5
72 kg	158 lbs	Adult Male, Lamp post	-6
143 kg	317 lbs	Manhole Cover	-7
287 kg	634 lbs	Motorcycle	-8
575 kg	1,265 lbs	Small Car	-9
1.15 tons	1,265 tons	Large car	-10
2.5 tons	2.75 tons	Small Semi-truck	-11
5 tons	5.5 tons	Light Tank	-12
10 tons	11 tons	Small Jet	-13
20 tons	22 tons	Battle Tank, Whale	-14
40 tons	44 tons	Large jet	-15
80 tons	88 tons		-16
160 tons	176 tons	Small Freighter	-17
320 tons	352 tons		-18
640 tons	704 tons	Destroyer	-19
1.25 kt	1.375		-20
2.5 kt	2.75 kt		-21
5 kt	5.5 kt		-22
10 kt	11 kt	Building	-23
20 kt	22 kt	Loaded Train	-24
40 kt	44 kt		-25
80 kt	88 kt		-26
160 kt	176 kt		-27
320 kt	352 kt		-28
640 kt	704 kt	Battleship	-29
1.25 mt	1.375 mt	Nuclear Submarine	-30
2.5 mt	2.75 mt	Aircraft Carrier	-31
5 mt	5.5 mt		-32
10 mt	11 mt		-33
20 mt	22 mt		-34
40 mt	44 mt	Mount Everest	-35

MELEE & HAND-TO-HAND ATTACKS

Strike—this basic Attack Action includes punches and kicks, as well attacks using swords, clubs, knives and other melee weapons. In general, a strike can be defined as any attack made with a body part or that is powered by the strength of the body. The simplest Attack, it involves only four steps: **FACING, RANGE, LINE OF SIGHT and MODIFIERS.**

1 FACING & RANGE

Facing is the direction you are pointing. Since many Fuzion games are played “in head” (without maps), the standing rule is that you can clearly face anything that is positioned forward of your shoulders. When using a standard gaming hex map, characters “face” through any three adjacent sides of the hex they are standing in.

Range: Can I Reach Out and Smack It?

As a rule, Melee attacks can hit any target within 4m/yds of you; this defined as **MELEE RANGE**. Polearms and other long melee weapons can hit anything within 6m/yds of you; this is **EXTENDED MELEE RANGE** and is applicable only to these weapons.

2 LINE OF SIGHT: What's in the way?

Line of sight deals with whether anything's between you and your target. Line of sight can either be:

- CLEAR** There's nothing in the way; go ahead and swing.
- OBSCURED** There's something that may block a clear view, but won't block a swing, such as smoke, or darkness. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), each phase you must make a Perception Roll (GM sets the Difficulty Value) If the roll is successful, the penalty is -2 to all subsequent Attack and Defense Values that phase. If the Perception roll is *unsuccessful*, the penalty increases to -4.
- BLOCKED** There's something in the way that you can't get through. Or, if the target is only partially blocked, swing at what you *can* reach. Determine how much is exposed, then modify your roll .

COVER	MODIFIER
Half Body	-1
Head and Shoulders Only	-1
Head only.....	-2
Behind someone else	-2

3 MODIFIERS: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Offensive Rolls. You may use some, none, or all of these rules:

SITUATION	MODIFIER
Moving target	-1 per 10m/10yd target moves
Aimed body shot . . . chest [-1], vitals, head [-6] , legs, hands, feet [-4] stomach [-5] arms, shoulders, thighs [-3]	
Blinded by light, dust.....	-4
Tiny Target (bullseye, 1-3")	-3
Small Target (1 foot or smaller)	-2
Improvised weapon (rock, bottle, small girder).....	-2

A SPECIAL MODIFIER: Surprise! It's an Ambush!

An attack that surprises the target, such as an ambush or a backstab, gives the Attacker a +5 Offensive bonus for that attack (but no initiative bonus). To lay an ambush requires the following conditions:

- The opponent is **unaware** of your location and intention to attack. He may only detect you with a successful Perception roll.
- The opponent's attention is **distracted** or focused on another situation, such as another attack or a difficult task.

4 MAKING THE ATTACK

In combat, the Attacker combines his Skill in his chosen Weapon or Hand to Hand skill with his REF and a die roll to create an **ATTACK TOTAL**. He may also have to add or subtract certain modifiers from this Attack Total to determine the final outcome. *Example: an attacking character with a REF Characteristic of 5 a Hand to Hand Skill of 6 and a die roll of 6 has a Attack Total of 17. A -2 mod for an aimed shot in turn brings this down to 15.*

The Defender combines his DEX, *Athletics (or another skill like Fencing or Hand to hand if GM permits) skill* and a die roll (in HERO, a flat value of 10 can be substituted for the roll) to produce a comparable **DEFENSE VALUE**. *Example: a character with DEX of 4, an Athletics skill of +6 and a die roll of 3 has a Defense Value of 13.* The two rolls are compared; if the Attack Total is equal or greater than the Defense Value, you hit!

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA's are not always used in Fuzion games, as their use varies from campaign to campaign. When they are brought into play, you will always find them listed in the description of the weapon. To use them, just apply the WA to your Attack roll as with any other Modifier.

GENERIC MELEE WEAPONS

Following is a list of typical weapons found in many adventure genres, including Cost, **Damage Class** (how many 6 sided dice it throws for damage), Accuracy Modifier, and the Minimum Strength (see pg.150) required to use the weapon.

ARCHAIC/FANTASY MELEE WEAPONS

TYPE	COST	DC	ACCURACY	MIN.STR	NOTES
Battle Axe	5	6	-1	5	2h
Hand Axe	2	2	+0	3	1h
Quarterstaff	3	3	+2	3	2h/Stun
Spear	4	2	+2	2	2h
Polearm	5	5	+2	3	2h
Mace	4	5	-1	4	1h
Club	1	1	+0	1	1h/Stun
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 MELEE WEAPONS

TYPE	COST	DC	ACCURACY	MIN.STR	NOTES
Cyber Hand Blades	6	3	+1	1	AP
Energy Saber	5	4	+1	2	2h
Monoblade	3	2	+1	2	1H, AP

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

RANGED COMBAT

Ranged Combat occurs whenever you shoot at something. Any ranged weapon or attack can be “shot”—energy beams can be shot from a superhero’s hands, bullets can be shot from a gun, stones can be shot from a sling. In general, if it strikes the target from a distance, it’s Ranged Combat.

1 LINE OF SIGHT: Is there anything in the way?

Line of sight deals with whether anything’s between you and your target. Line of sight can be:

- CLEAR** There’s nothing in the way; go ahead and shoot.
OBSCURED There’s something that may block a clear view, but won’t block an shot, such as shrubbery, smoke, or darkness. If a character can’t see who they are fighting (enemy is invisible, in darkness, behind cover, in ambush or the character is dazzled), each phase they must make a Perception Roll (Difficulty Value determined by the GM) On a successful roll, the penalty is -2 to all Attack and Defense Values that phase. This increases to -4 with an unsuccessful roll.
- BLOCKED** There’s something in the way that you can’t shoot through. If the target’s only partially blocked; you can try to attack what you *can* reach. Determine how much is exposed, then reduce your Attack Total:
- | COVER | MODIFIER |
|-----------------------------------|----------|
| Half Body..... | -2 |
| Head and Shoulders Only | -3 |
| Head only | -4 |
| Behind someone else | -4 |
| Target prone..... | -2 |
| Target crouched or kneeling | -1 |

2 RANGE: Is it Close Enough to hit?

In Fuzion, “shooting” ranges aren’t based on how far the gun can shoot, but on how easy it is for a marksman to clearly see a target (if you can’t see it, you’re firing blind no matter how far your gun reaches).

This means that weapon ranges tend to overlap until they reach their Extreme ranges; as reflected in the table below. The Modifiers for each range are listed in [brackets] as well:

- MELEE** [+0] Within 4m/yds or less of the target. This is also basic Melee and Hand to Hand range.
- CLOSE** [-2] Within 10m/yds of the target.
- MEDIUM** [-4] Within 50m/yds of the target.
- LONG** [-6] 51m/yds up to the listed range of the weapon.
- EXTREME** [-6, plus -1 for every full 50m/yds past listed Range. If listed range is < 50m/yds, -4 applies to distances between Close range and listed range.] This can be “bought down” by aiming, using scopes, bracing and other things. *Example: a rifle has a listed Range of 400 m/yds. If I shoot something at 600m/yds, that raises the range modifier from -6 to -10).*

NOTE: Mecha multiply above ranges by 10; i.e. 10m/yds=100m/yds.

3 NUMBER OF SHOTS & RATES OF FIRE:

Unlike Melee weapons, most ranged attacks have a limited number of SHOTS (arrows, bullets, charges, etc.); this will usually be listed in the attack’s description.

RATE OF FIRE [ROF] is how many times the attack can be “shot” in a 3 second phase. Most ranged weapons have an ROF of 1 or 2, but others may have the capacity for automatic fire and ROFs of 20 or more. Like Shots, this will also be listed in the attack description.

4 MODIFIERS: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Attacks. You may use some, none, or all applicable modifiers to make the combat in Fuzion more exciting and realistic.

SITUATION	MODIFIER
Moving target.....	-1 per 10m/yd target moves
Target silhouetted	+2
Vehicle mounted, no turret	-4
Aimed body shot	chest [-1], vitals, head [-6] , legs, hands, feet [-4] stomach [-5], arms, shoulders, thighs [-3]
Firing shoulder arm from hip	-2
Aiming	+1 per phase, up to +3 max
Braced.....	+2
Tiny Target (bullseye, eye, vital area).....	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, etc.).....	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (see SURPRISE, pg 146 for details).....	+5
Target Prone	-2

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user’s abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA’s are not always used in Fuzion games, as their use varies from campaign to campaign. However, when they are in play, you’ll find them listed in the description of the weapon. To use them, just apply the WA to your Attack roll as with any other Modifier.

5 MAKING THE ATTACK

In combat, the Attacker combines his Skill in his chosen Weapon with his REF and a die roll to create an **ATTACK TOTAL**. He may also have to add or subtract certain modifiers (such as range, cover, etc.) from this Attack Total to determine the final outcome. *Example: an attacking character with a REF Characteristic 5 a Firearms Skill of 6 and a die roll of 6 has a Attack Total of 17. A -2 modifier for range in turn brings this down to 15.*

The Defender combines his DEX, Ranged Evade skill and 10 (or a die roll if he has the Interlock option) to produce a comparable **DEFENSE VALUE**. *Example: a character with DEX of 4, an Ranged Evade skill of +6 and a die roll of 3 has a Defense Value of 13.* The two; Attack Total and Defense Value, are compared. If the Attack Total is equal or greater than the Defense Value, the attack succeeds.

VEHICLES: When attacking a vehicle, the attacker will use his skill with the appropriate vehicle weapon or vehicle attack skill (such as *Gunnery* or *Heavy Weapons*). He attacks as usual, opposing his target’s skill in controlling the vehicle (such as *Driving* or *Piloting*). The resolution is completed the same as all other Combats.

TARGETING AGAINST RANGE: Sometimes, you need to hit an apple, or a tree or something else without Skills or Characteristics. In these cases, the GM will set a Difficulty Value based on the range.

MELEE (4m/yds or less).....	4
CLOSE (10m/yds or less)	8
MEDIUM (50/yds or less)	12
LONG (out to listed range of weapon)	16
EXTREME (beyond listed range)	16, +2 per +100m/yds

SPECIAL ATTACKS

1 AREA EFFECT ATTACKS

Area Effects are attacks (Energy Blasts, Shotguns, Flamethrowers, Stun Fields, Gas and other effects) that strike an area rather than a character. An area rather than a character. The area affected depends on the kind of attack made and will always be described as part of its description or construction. Roll to hit using the Targeting Against Range table on Page 43, Sec. 5. Obviously, it is easier to hit with an area weapon than a direct fire one.

EXPLOSIONS

For these, the attacker rolls against a Difficulty Value assigned by the GM (see page 43, Sec. 5). Characters take the damage in the ratio of 2 less points for every m/yd they are away from the center of the attack.

TYPICAL AREA EFFECTS	EFFECT RADIUS
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

If the character fails the Attack Roll, the center of the attack shifts 1 m/yd for every 1 point the Attack Roll was missed by, up to a maximum of 1/2 the total range to the target. Roll 1D6 to see which direction the center of the attack scatters and consult the table above. Then roll 1D6 to determine how many meters/yards the round fell in that direction.

ROLL	AREA EFFECT RESULT
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target.

GENERIC RANGED WEAPONS

Here are a few classic ranged weapons found in most common genres. This is by no means an exhaustive list, but can serve as a benchmark with which to establish your own guidelines.

ARCHAIC RANGED WEAPONS	RANGE (M/YDS)	DC	
Bow	20per pt. STR, up to 140	4	
Longbow	20per pt. STR, up to 200	7	
Crossbow	200	4	
HISTORIC & MODERN RANGED WEAPONS	RANGE (M/YDS)	ROF	DC
Colt Revolver	50	2	4
Light Pistol (.22)	50	2	2
Medium Pistol (9mm)	50	2	3
Heavy Pistol (.357, 10mm Auto)	50	2	3
Magnum Pistol (.44)	50	2	5
Bolt Action Rifle	100	1	6
Shotgun (12-Gauge buckshot)	40 Area Effect	1	5
Shotgun (10-Gauge buckshot)	40 Area Effect	1	6
Magnum Hunting 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; 12.7mm)	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 RANGED WEAPON TYPE	RANGE (M/YDS)	ROF	DC
Infantry Laser Gun (Bazooka-shaped)	400	1	12
Man-Portable Railgun	400	30	14
Energy Pistol (Blaster, Laser, etc.)	60	2	5
Energy Rifle (Blaster, Laser, etc.)	400	2	7

2 AUTOFIRE ATTACKS

Shooting a lot of something (bullets, fireballs, etc.) in one Attack is called autofire. Many guns, superpowers and other ranged attacks have the possibility of using the autofire option (this is defined by the weapon or power used). In autofire, the weapon (or attack) fires as fast as it can in a 3 second turn. This is called a "rate of fire" [ROF] and is usually defined as part of the weapon or attack.

Autofire allows for a wide variety of combat techniques:

BURST: A burst is a limited autofire attack, usually 3 shots. Since the weapon isn't bucking around as much, there is no attack penalty. Make an Attack roll; if the defender fails his roll, he takes 1D6/2 bullets.

HOSING THEM DOWN: When using autofire against a single target, a normal Attack is made; for every X point(s) the attack succeeds by, one shot hits, up to the maximum number of shots fired. X is determined by the **Autofire Ratio** listed below. *Example: The Autofire ratio is set at 2. This means for every 2 points I hit by, 1 shot hits.* The catch? There's a 1 point attack penalty for every 10 shots fired (your gun is jumping around).

MULTIPLE TARGETS: An autofire attack can also be directed against several targets at once. The

CAMPAIGN STYLE	AUTOFIRE RATIO
<input type="checkbox"/> EVERYDAY	1
<input type="checkbox"/> COMPETENT	1
<input type="checkbox"/> HEROIC	2
<input type="checkbox"/> INCREDIBLE	2
<input type="checkbox"/> LEGENDARY	3
<input type="checkbox"/> SUPERHEROIC	4

attack must be directed into an area called a **fire zone**, and the width (in meters) of the fire zone must be specified at the time of the attack. The total ROF of the attack is divided by the total number of m/yds in the fire zone (round down), and this becomes the total number of rounds that can possibly hit a target in that zone. The attack is made as above, with each target using its Defense Value against the attacker's single Attack roll. To determine how many shots hit, use the currently dialed **Autofire Ratio** above— for every X point(s) the attack succeeds by, one round hits the target, up to the maximum number of shots fired. *Example: I fire into a 10 meter area with 30 rounds. (30 divided by 10 = 3). Sue, Bob and Harry each make a Defense against my Attack roll of 12 totalling 13, 11 and 7 respectively. Sue is missed, Bob takes 2 rounds, and Harry (although he loses by 5), only takes 3 because that's all that's entered his part of the fire zone.*

3 Archery Attacks

Bows are a special category of ranged attack because they're **Strength-based ranged attacks**. Bows do 1D6 of damage and have 20m/yds of range for every 1 point of STR, to a maximum STR of 7. Compound bows and longbows have a maximum STR of 10. Crossbows work like normal firearms.

4 Energy Blasts, Spells & Mental Attacks

Energy Blasts are made much in the same way as other ranged attacks, taking range and skill into account with other modifiers. The range of these attacks is based on the number of Power points spent on the attack: For every point spent on the power, you'll increase the range by 10m/yds (Example: spending 20 points gives you a 200m/yd ranged energy blast). To hit, you will use REF+Use Power Skill.

In most cases, **Mental** attacks have no range limitations; they are simply *direct* line of sight—if you can see it at all, you can hit it, no matter how tiny it is. The exceptions are Mental Attacks based on CON; these operate with the same range determiners as Energy Blasts; and **Mind Scans**, which do not require line of sight to be effective. To hit, you will use WILL+Use Power Skill.

SPECIAL ATTACKS

5 PRESENCE ATTACKS

A powerful personality can have a strong effect on other people by words, actions, or sometimes by their mere presence. We call this effect a **Presence Attack**. A Presence Attack can be many different things, depending on the intent of the attacker: Fear, awe, surprise, surrender, rage, courage, hope, commitment, or other emotions or actions.

Making a Presence Attack does not require a combat Action, though sometimes performing a combat Action makes a Presence Attack more powerful (see Presence Attack Modifiers table). Usually a Presence Attack consists of a well-chosen phrase, such as "Surrender or die!" or "Champions to the rescue — follow me!" or even just "Stop!" Roll 1D6 for every 1 point of PRE; you may add or subtract dice depending on the GM's judgement (see the Presence Attack Modifiers table for suggested modifiers). Total the dice and compare the total against each target's Resistance value to find the effect.

PRE Attack Total Is ≥ Target Resistance	Possible Effects of PRE Attack Target is impressed; hesitates, acts last this phase.
≥ Target Resistance + 10	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
≥ Target Resistance + 20	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
≥ Target Resistance + 30	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

Presence Attacks depend heavily on the circumstances, so the GM should feel free to modify the number of dice in the attack. The table below has some suggested modifiers:

# OF DICE	MODIFIER
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	PRE Attack runs against current mood
-1 to -2	Repeated PRE Attack
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior 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

The modifiers and the effects of Presence Attacks really depend a great deal on exactly what's happening and what is intended. The GM should use Presence Attacks to increase the drama of a situation or make things more interesting.

6 VEHICLE/MECHA ATTACKS

In general, mecha combat is considered Ranged Combat [pg.43] and follows similar rules. The one exception is **missile** combat; missiles are defined as *any* weapon that can follow its target independently. How good it is at this job (and thus the Difficulty Value to beat when avoiding it) is based on how smart it is; does it just sniff a heat signature or is it smart enough to *outthink* you?

MISSILE IS	DUMB	SMART	BRILLIANT	GENIUS
TARGET #	18	22	26	30

(Do **not** add a die roll or 10 to these numbers.)

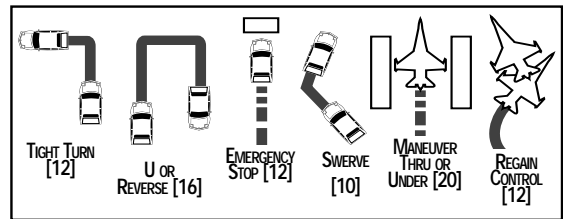
To avoid a missile hit, you must make a Piloting+REF+Die roll for at

least 1D6/2 consecutive rounds. This can be modified by the use of **countermeasures**, which add +2 to your Piloting rolls. Make the rolls, you're clear; miss, and you're hit. In the case of clusters of missiles fired at one time, one missile roll is made once for all missiles fired, with one missile hitting the target per point by which your Defense failed. Example: *10 missiles are fired at a jet. The jet fails its roll by 7, so 7 of the 10 missiles hit.*

7 Maneuvering

Any time you try to make a vehicle do something unusual, you'll need a **Maneuver** roll.

This is done by combining your REF+Piloting (or appropriate Skill for controlling the mecha), and a die roll vs a roll and a difficulty based on the type of maneuver you're making (see below), plus any appropriate modifiers for weather, driver or road conditions.

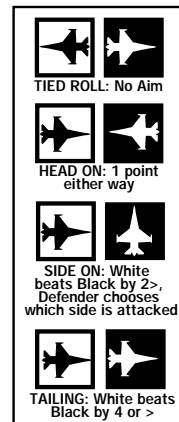


If the maneuver isn't described above, pick the closest appropriate one to work from. If the roll is successful, you will be able to pull the maneuver off. If not, you will lose control. In a **walking unit**, you'll just fall over; you must then get back up. In a **ground unit**, this will be a *skid* (miss by 4 or more and you'll continue straight for 1D6 meters per 10mph) or *spin* (miss by 4 or less; treat as a skid, but roll 1D6 to determine new facing: 1=backwards. 2=forwards. 3-4=facing right. 5-6=facing left.). In an **aircraft**, you will probably stall (miss by less than 4) or spin (miss by 4 or more). Both require a roll be made to regain control. It's a Difficulty Value of 18 to Regain Control from a spin, and look out for that ground thing coming up at you ...!

8 Dogfighting

Sometimes, the best option is to outfly your opponent with a combination of skill and ability to maneuver.

Start by determining the position of the combatants at the start; is one closing on the other, or are they headed right at each other? This **intercept** can be determined by making a *Perception* roll on either side with the high roll choosing positions, or at GM's discretion.



To find out the **result** of an aerial or space dogfight, each participant rolls their Piloting Skill+REF+Roll plus their vehicle's Maneuver Value. The player with the *highest* roll has the **Advantage** position, based on how many points they won the roll by. The result is compared with the chart on the left; the player who has won can shoot or flee at his option. The key position is the Tailing one; because it adds +2 to your Attack roll that phase.

To break off a dogfight requires either mutual agreement, or one player making an escape. The player with the current Advantage announces his intention to break off combat at the start of the Round, and must maintain his Advantage for as many Rounds as the GM determines at the time intention is announced.

DAMAGE

So far, we've been concentrating on how to do things in Fuzion. Now, we're going to tackle stuff you won't want to do; like get hurt, knocked out, or even killed—in short, Damage.

1 DAMAGE AND DAMAGE CLASSES (DCs)

Damage is an abstract measure of how much something can be harmed before it is either killed, destroyed or bludgeoned into unconsciousness.

In Fuzion, all damage is measured in six sided dice, with each "D6" representing a unit called a **DAMAGE CLASS (or DC)**. *Example: 1D6 is Damage Class 1 (or DC1).*

Each point of DC represents one six sided die when rolling for damage. You roll the specified number of dice, add the results together, and the total is the amount of damage done to your target: *Example: I have a DC3 handgun. I roll three dice and get a 5, a 6 and a 3. I do 14 points of damage with that attack.*

Determining the DC of an Attack

With the exception of bows and spears, ranged weapons always do Damage based on the DC of the weapon. However, Damage caused by any **part of the body** is determined by the *Strength* of the attacker, with fists doing one DC of Stun damage for each point of Strength the attacker has (a kick does an extra DC on top of your STR, but suffers a -1 Attack Total penalty). *Example: my Strength is 5; this means I do 5 dice (DC5) with fists, 6 for a kick.*

Minimum Strength

This is the minimum STR at which you can use a melee weapon with no penalty. Below this level, you take a -1 Reflex penalty for every -1 STR and a -1 die damage penalty as well *Example: Aunt Meg, STR 2, tries to use a Battle Axe with a 5 STR Min. She'll only do 2D6 Killing damage when she hits, and takes a -3 REF penalty.*

Extra Damage

Strength based attacks using weapons have a damage each weapon can do. This value is equal to the weapon's listed Damage Class (DC). For every point of STR you have *above* the minimum STR required to wield the weapon, you will do one *additional* die of damage, up to twice the weapon's listed Damage Class.

Example: Bob, STR 5, wields a dagger (STR minimum of 1). Bob had 4 more STR than he needs, so he expects to gain 4 extra dice on his attack. But since the dagger's maximum damage is only twice it's listed DC (1x2=2), Bob only gains 1 extra DC. On the other hand, Grog the Barbarian, STR 10, wields a battle axe (STR min. 5). Grog gains 5 extra dice, and since 2x's the Battle axe's listed DC (6) is 12, he gets to use all of his extra dice.

2 DAMAGING PEOPLE: Hits & Stun

But what is the damage taken from? That's where Hits and Stun come into play.

In Fuzion, all living things have **HITS**; points which represent how much damage they can take. A character generally has as many Hits as his BOD characteristic x5. One point of damage from a **weapon** or attack will remove one Hit.

Living things also have **STUN** points; a measure of how much damage they can take before they pass out from pain and shock. One point of damage from a body blow or stunning weapon will remove one point of Stun.

3 DAMAGING OBJECTS: Structural Damage POINTS (SDP)

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). So in Fuzion, inanimate structures, vehicles and other non organic objects (commonly called "hard targets") have **Structural Damage Points** *instead* of Hits or Stun. SDP is different from Hits, but works the same way—one point of damage will remove one SDP.

4 KILLS: Let's talk Big Guns. Really, Really Big Guns.

In Fuzion, really big weapons do such staggering amounts of damage that they are measured in a larger scale called **Kills**, to represent the kind of massive forces associated with military level hardware, very large objects or extremely powerful attacks. Conversely, very large or tough things (tanks, giant robots, aircraft carriers, etc.) are also defined as having Kills of structure or armor to represent the huge amounts of punishment they can take.

Unlike DCs, Kills represent whole values rather than numbers of dice; a way of simplifying the bucketfuls that such attacks would normally require. So when attacking objects with Kills with weapons that do Kills, you will simply subtract the damage done from the Kills remaining, instead of rolling dice for damage.

Kills vs Hits & SDP

But there's a catch to the above: really big guns are designed to hit and damage really big targets. It's nearly impossible to apply the full force of a huge attack to a small target (like a man) because the majority of the damage just doesn't have a big enough surface area to expend itself on. Really big damage is also more likely to expend its force by hurling a small target out of the way than directly applying all of its force to the target. By contrast, it takes a lot more force to move a large object and it has a lot more surface area to absorb that force, so it stands there and takes it all.

Therefore, in Fuzion, small targets (things with damages measured in Hits and SDP) are damaged differently by large scale attacks. Small Targets (a.k.a. people, cars, motorbikes, etc) do not take the full force of Kill rated attacks. Instead, they scale down the huge damages done by Kills into smaller, dice based Hits or SDP, representing the results of this effect. As a rule, the first Kill of a Kill-rated attack will always be equal to 14DC. Each additional Kill of damage adds only 1D6 to the base 14D6, because the remaining damage effects just don't have a big enough surface to expend themselves on.

TO CONVERT KILLS TO DC, ADD 13 TO THE KILLS OF THE WEAPON.

The Bad News: All that force didn't just vanish, you know. It's just been converted into Knockback (pg.152). And since knockback subtracts the BODY (or Kills) of the target from the TOTAL DC done, chances are you still got blown several meters away. Ouch.

Example: A tank shoots a 4-Kill shell at a man wearing 45KD armor. The attack will do 14D6 for being a Kill or more, plus another 3D6 for each additional Kill; the armored fellow winds up facing DC17. The average is 60 points of damage, which is 15 points of damage after armor. He might even survive; once he gets done flying through the air from knockback.

(As a note, this convention more closely mirrors the effects of big weapons in most common roleplaying genres (science fiction, animé, superheroes, action movies), where characters are more likely to be maimed and/or hurled through the air by blast, fragmentation, or over-pressure effects rather than just obliterated on the spot.)

DAMAGE

5 SUPERDAMAGE or "Then There's Those Pesky Superheroes..."

So far, so good. But what if you had small objects that could deal out superpowerful attacks? As a rule, small objects that can do Kill-scale damage (superheroes, power suits, etc.), can apply all of their damage to a very large target, simply because it's so big. So when a very powerful superhero punches a tank, all of his force ends up expended right on the tank. Therefore, whenever a small object delivers more than 13 DC in an attack on a large object, we scale its damage up to the Kill level, with the first 14DC representing one Kill, and each additional DC representing one additional Kill of damage.

TO CONVERT SUPERHERO DC ATTACKS TO KILLS, SUBTRACT 13 FROM THE DC OF THE WEAPON.

However, when superheroes bash each other, the damage remains measured on the DC scale instead of shifting up to Kills; even if Superguy can deliver the power of a tank to his enemies, it doesn't mean they can *absorb* it from him any better than they could from the tank!

(As a note: This scaling up isn't entirely realistic; but it does closely mirror the abilities of superheroes and other godlike beings as depicted in comics, movies and anim . It's also self limiting, because only superheroes or other non-realistic people will ever be able to do this sort of damage; in a realistic genre, they won't exist and in a superheroic genre, they're supposed to hammer tanks apart with their bare hands. If it makes you feel better, simply think of Superguys' mighty fists as paired HESH or KEAP anti-tank rounds—they're about the right size!).

Common Objects/Vehicles Kills or SDP

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

6 DAMAGING PEOPLE

There are two kinds of damage that you can take from an attack; **STUN DAMAGE** and **KILLING DAMAGE**.

STUN DAMAGE is damage that creates pain and shock, but not *serious* injury. It's "fistfighting" damage, impacts done with the parts of the body, such as hands, feet, head (or if you have them, tails, tentacles and other blunt body parts). As a general rule, if it's part of the body and isn't sharp, it does Stun damage (the exception to this rule is futuristic "stun" weapons or "stunning" attacks).

Stun damage is always subtracted from your character's pool of STUN points, *after being reduced by the higher of either your character's SD or his Armor*. When his STUN points are at 0, his body will react by shutting off the pain—and passing out.

KILLING DAMAGE, on the other hand, is serious injury that can maim or kill. Anytime you are hit by a weapon, even if it's just a club, you will take Killing damage. In addition, any sharpened part of the body (fangs, claws, horns, etc), can also do killing damage.

Killing damage is always subtracted from your character's pool of Hits. When this is reduced to zero, your character is dying.

IMPORTANT TIP: *Avoid Dying*. It really puts a crimp in your roleplaying.

Collateral Damage

Since killing damage also causes a fair amount of pain and shock, you'll take **1 point of STUN for every 1 Hit** you lose, until you run out of Stun points. (NOTE: you *don't* get your SD!) And sometimes a Stunning blow is powerful enough that a small amount of serious damage is also done, equal to **1 point of Killing damage for every 5 STUN** that penetrate.

Stun Rollover

When you have lost all of your Stun points, any *subsequent* Stun damage you take will continue to convert into Killing damage at the 1/5th rate, reducing your remaining Hits—if you're beaten senseless and the beating *continues*, you could well be beaten to death!

Stunned

If you take more than 1/2 of your total Stun in one attack, you are Stunned. A Stunned character cannot act in the next phase and is -5 to all Primary Characteristics. He can't move, and he may take no other actions. He will remain stunned for 1 phase, becoming "unstunned" next phase.

Knocked Out

Your character is *knocked out* whenever your Stun is reduced to 0 or below: you are automatically unconscious. You are effectively knocked out, but will regain consciousness once you have recovered enough Stun to put you back over 0 again (see side table for how long this takes).

STUN LEVEL	RECOVER STUN
0 TO -10EVERY PHASE
-11 TO -20EVERY ROUND
-21 TO -30EVERY MINUTE
>30UP TO GM (A LONG TIME)

Impairing Wounds

Whenever your HITS have been reduced enough, you will become **impaired**. At half of your total Hits, *all* of your Primary Characteristics will be reduced by 2; at 1/4 of total, they will be reduced by 4 points: a Characteristic cannot, however, be reduced to *less* than 1.

DEAD. MORT. FINITO.

When you reach 0 Hits, you are dying. You will be able to keep moving if you've still got Stun left, but you'll be at -6 (GM's Option) to *all* Primary Characteristics. You will also lose 1 additional Hit (in shock and blood loss) per round (4 Phases)—when you lose up to 2x your BODY Characteristic, you are dead.

DAMAGE

1 APPLYING DAMAGE TO OBJECTS

You can't stun an inanimate object. Therefore, objects will always take both Stunning and Killing damage the same way, subtracting it from their SDP.

2 HIT LOCATIONS

Where you hit can often be just as important as whether you hit. While Fuzion usually uses a single pool of points to determine how much damage or stun your character can absorb, individualized hit locations do play a part in determining the severity of that damage (getting hit in the head, for example, is far more lethal than being hit in the arm). Hit locations also help determine if armor is being worn over a particular area or not; useful if you neglected to wear your power armor's helmet this morning! They are also used to determine the Hit Modifiers for attacking a specific area (or you can choose a location by using the Modifiers on the right). **WARNING: THIS RULE MAKES DYING A LOT EASIER!**

When using the Hit Location Charts below, roll three six sided dice and modify damage as appropriate. Note that damage is multiplied AFTER penetrating armor:

ROLL3D6	LOCATION HIT	EFFECT (AFTER ARMOR)	HIT MODIFIERS
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	shoulders*	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-5
13	vitals	1.5x damage	-6
14	thighs*	1x damage	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left



3 VEHICLE HIT LOCATIONS

Vehicles are especially vulnerable to being hit in critical places. The following table lists most of the locations to be hit on typical vehicles (Animorphics and Humanoids have their own Hit Location table). To use this table, roll dice based on orientation to the target:

- Attack from side: Roll 3D6
- Attack from Front: Roll 2D6+1
- Attack From Rear: Roll 2D6+6

ROLL	GROUND VEHICLE	AIRCRAFT	BOAT	EFFECT (AFTER ARMOR)	HIT MOD
3-6	Front Wheels (5%)	Flaps (5%)	Bow	1x damage	-6
7	Controls (5%)	Controls (5%)	Controls (5%)	1x damage	-4
8	Engine (10%)	Engine (10%)	Engine (10%)	2x damage	-3
9	Body	Fuselage (20%)	Hull (20%)	1x damage	-3
10	Body	Cargo	Cargo	1/2damage	-1
11	Fuel	Fuel	Fuel	2 x damage †	-5
12	Weapon	Weapon	Weapon	1/2 damage	-6
13	Crew**	Crew**	Crew**	Damage to pilot only	-3
14	Cargo	Propeller (5%)	Rudder (5%)	1x damage	X
15-18	Rear Wheels (5%)	Rudder/verniers (5%)	Prop/jets (5%)	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left If location not there, rollagain.
 † if Fuel is flammable, this is 3x damage * *if shot penetrates armor

4 KNOCKBACK

Such mighty blows are delivered in some types of combat (especially between superheroes, giant robots and kung-fu action heroes), that the combatants are often knocked all over the battlefield. This phenomenon is known as **KNOCKBACK** (in its realistic form, it becomes **KNOCKDOWN**).

To determine the amount of knockback taken, subtract the BODY characteristic (or KILLS) of the targeted character from the total DC (or KILLS) of the attack plus 1D6. For every DC remaining, the character is knocked back one knockback "unit." The unit of measurement is determined by the style of campaign, then applied by moving the character that far straight back from the impact.

CAMPAIGN STYLE	KNOCKBACK UNIT IN M/YDS
<input type="checkbox"/> EVERYDAY [REALISTIC]	JUST KNOCKED DOWN
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	1/2
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	1
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	2
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	3
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	4

In the event that something's in the way, move on to **Collisions** (pg. 50) and see how badly you were hurt. **NOTE:** If using Kills vs Body, convert Kills to DC at a ratio of 1Kill=14DC, plus 1 for each additional Kill; if it's DC vs Kills, there is no effect until you reach 14 DC, then add 1 Kill for each additional DC.

5 Critical Effects

A vehicle need not be totally destroyed to make it non-functional. (You don't have to actually destroy an entire battleship to stop it. You only have to put a big enough hole in the bottom) One way to do this is to use the critical effects rule on the **Vehicle Hit Location Tables** below. **Boldfaced** listings signify critical hit locations; the value in parenthesis (X%) is the *percentage* of overall SDP that must be destroyed to incapacitate the vehicle:

Example: Engine (10%)

In general:

- Destroying controls, engines, rudders, props or jets will automatically render a vehicle immobile or uncontrollable.
- Destroying up to a 20% of the hull of an aircraft or water vehicle will cause it to either sink or break up.

Example: The Quad racer Z is a superpowered speedboat with 80SDP. Its engine is worth 10% of the total (8SDP), and its hull is worth of 20% (16SDP). A 8SDP hit on on the engine will render the Quad racer immobile; 20 or more points of damage will sink it.

HUMANOID/ANIMORPHIC MECHA HIT TABLE [ROLL 3D6]

3D6	LOCATION HIT	EFFECT (AFTER ARMOR)	HIT MODIFIERS
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	Torso	1x damage	-3
10-11	Torso	1x damage	-1
12	Weapon	1/2 damage	-5
13	Powerplant	2x damage	-6
14	Pilot**	Damage to pilot only	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left. If location not there, rollagain. *if shot penetrates armor

ARMOR

1 DEFENSE & ARMOR

So how do you avoid getting knocked out or killed? The first way is to just stay out of the way; use your Skills and Characteristics to ward off the attack [pg. 37]. But if that doesn't work, you've still got another option: a DEFENSE.

A Defense is anything that gets between you and the Damage first; clothing, armor plates, scales; even energy fields that deflect or absorb damage. All defenses have a value which is subtracted on a point for point basis from damage *before* it is taken from your Hits or Stun;

ARMOR is the best line of defense, you use that whenever possible. While most Armor provides Physical Defense, other types can protect against energy attacks (EKD) or even Mental attacks! Armor reduces damage just like any other defense, and will stop both Stun and Killing damage.

Your **natural physical toughness** (the **STUN DEFENSE** on your character sheet) is your next defense, but will *only* stop Stunning Damage. You'll use this as a last resort, and mostly in fistfights and other non-lethal engagements. *Example: My CON is 5, giving me a SD of 10. If 15 points of Stun hit me, only 5 (15-10) would get through.*

IMPORTANT

- If stopping **Stun** damage, always take the higher of either the armor's PD or the character's SD.
- If stopping **Killing** damage, use only the *highest* Armor PD.

GENERIC ARMOR LIST

Following are typical Armors found in many genres. The table not only lists the Armor's Physical Defense (PD), but also its defense against Energy Attacks [EKD], just in case. Armors with $\sqrt{}$ are at 1/2 against bladed weapons.

FANTASY, ARCHAIC & NATURAL ARMORS

TYPE	PD/COST	EKD	EV	DESCRIPTION
Heavy Cloth, Soft Leather, Fur	2	1	0	Thief Gear
Heavy Leather, Padded Cloth	4	2	0	Animal Hides, scales
Boiled Leather, Curi-bolli	6	3	0	Barbarian Armor
Heavy Animal Hide	6	3	0	Tough Animal Hides
Brigantine, Ring Mail	8	4	-1	Bardic Chain
Scale Mail, Bezainted	9	4	-1	Dragon Scales
Chain Mail, Laminated	10	5	-2	Samurai armor
Plate & Chain, Plate Mail	11	5	-2	
Field Plate	12	6	-2	Typical Knight

MODERN ARMORS

TYPE	PD/COST	EKD	EV	DESCRIPTION
Light Kevlar	6	1	0	Armored Clothing
Skin Weave	12	1	0	Subdermal body armor
Kevlar	14	2	0	Lt. Armorjackets
Medium Kevlar	16	5	-1	Med. A.Jacket
Flack	18	5	-1	W/inserts, cable weave
Metalgear™ Plate	25	10	-2	Plastic/Kevlar plate

FUTURISTIC ARMORS

TYPE	PD/COST	EKD	EV	DESCRIPTION
Space Suit	5	5	-1	Light skinsuit
Industrial Space Suit	8	5	-1	Hvy. metallized fabric
Military Space Suit	10	10	0	Metal fabric w/Plates
Body Armor	18	25	-1	"Stormtrooper" plate
Personal Force Screen	10	25	0	Against Stun damage
Advanced Force Screen	14	30	0	Against all damage

The **Encumbrance Value** (EV) is subtracted from your character's REF, DEX, and MOVE as long as he or she is wearing the armor.

SPECIAL ARMOR RULES FOR MECHA

The weaponry and armor used by mecha are subject to a few special cases. Take note that ALL of these special cases are **OPTIONAL**.

Special Case 1: Staged Penetration

In combat, attacks on mecha will always be subtracted from armor, then from the mecha's SDP. However, even the heaviest armored machines will become vulnerable after a long fight. To represent this, Kill-rated (i.e., mecha) armor uses the idea of Staged Penetration. Each time any area of Armor is penetrated by an attack of one Kill or greater, that area loses armor protection.

- Armor rated in Kills loses **1 Kill** when it's penetrated.
- Armor with *fractional* Kills loses **0.1 Kills** when it's penetrated.

Special Case 2: Chinks in the Armor

Almost every kind of mecha has a weak spot somewhere, and in combat, it's possible for you to hit that weak spot. When making an attack, **if you beat your Difficulty Value by more than 10, your attack ignores the PD of the mecha's armor.** In the case of autofire attacks, only those hits which beat the Difficulty Value by 10 or more will ignore armor.

Special Case 3: Powered Armor Damage

Powered Armor (i.e., armor *worn* by a character which has SDP as well as PD) has a very spread-out structure which is tightly integrated with its pilot. Therefore, **any damage which gets through Powered Armor's PD is divided by two; one half affects the Powered Armor's SDP, the other half is applied to the wearer's Hits.** All Powered Armors use this rule.

Special Case 4: Structural Integrity

Whenever a hit penetrates mecha armor, roll 1D10: If the result is greater than the number of fractional kills remaining, the mecha (or the location taking the hit) is destroyed! For example: *1.1K get through to a K mecha; with 0.5K remaining, on a roll of 6+ on 1D6 it's scrapped.*

THE ENVIRONMENT & RECOVERY

THE ENVIRONMENT

Guns and swords aren't the only thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment:

1 Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

Each of these are effects of the environment that harm you through *accumulation*; shock and poison by continual damage to your body or will, asphyxiation through accumulated lack of air.

ELECTRICITY AND FIRE are always ranked by intensity of the effect (GM's decision), with damage occurring each phase you are exposed to the source.

TYPE	MILD	INTENSE	DEADLY
DC	DC1-4	DC5-10	DC11-20
ELECTRICITY	Battery	Wall socket	Lightning Bolt
FIRE	Wood Fire	Gasoline Fire	Thermite

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness takes place over days, weeks or even months (Ref's choice).

TYPE	MILD	STRONG	POWERFUL
DC	DC1-4	DC5-10	DC11-20
POISON	Belladonna	Arsenic	Stonefish Venom
DRUG	Alcohol	Sodium Pentathol	LSD
ILLNESS	Measles	Pneumonia	Plague

A DRUG OR POISON need not be *fatal*; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect. *Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out the Cyber Cabals' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.*

EFFECT	TAKEN FROM
Sleep drugs.....	STUN
Poisons	HITS
Mind drugs	RESISTANCE

ASPHYXIATION: This does 3DC per Phase, taken from your Hits. Sitting quietly, you *can* hold your breath up to 1 phase for every 2 points of Endurance (a tough character could hold his breath for about two and a half minutes.). If activity, such as swimming or running is required, this rises to 4 pts.

2 Falling & Collisions.

These are all types of damage that come from hitting something at high speed.

FALLING: Using the table at right, compare the closest approximate weight of the object to the closest distance fallen (shaded top portion of the table). The result is how many DC are taken (1K=14DC, plus 1DC per additional KILL added). Note that at *terminal velocity*, you will have *no* increase in speed or damage.

COLLISIONS: Compare the weight of the object to its closest approximate speed. The result is the DC .

RAMMING: If **head on**, *add* the speeds of both objects together and compare the weights of each to that speed; the result is the damage done to the opposing object. If a **side ram** or **swipe**, treat as a collision (above). If **rear ended**, *subtract* the speed of the object in front from the speed of the trailing object, then treat as a head on ram.

OBJECT WEIGHT	DISTANCE (METERS OR YDS)										
	0-10	11-30	31-60	61-100	101-150	TERMINAL VELOC.					
<50 LBS	1	2	4	6	8	10	12	1K	2K	3K	4K
50 LBS	2	4	6	8	10	12	1K	2K	3K	4K	5K
100 LBS	4	6	8	10	12	1K	2K	3K	4K	5K	6K
200 LBS	6	8	10	12	1K	2K	3K	4K	5K	6K	7K
400 LBS	8	10	12	1K	2K	3K	4K	5K	6K	7K	8K
800 LBS	10	12	1K	2K	3K	4K	5K	6K	7K	8K	9K
1600 LBS	12	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
1 TON	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
2 TONS	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K
4 TONS	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K
6 TONS	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K
8 TONS	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K
10 TONS	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K
20 TONS	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K
40 TONS	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K
80 TONS	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K
100 TONS	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K
+100 TONS	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K	21K

NOTE: 1K=14DC. Each additional Kill adds 1 DC.

3 GETTING BETTER: Recovering from Stun, Wounds & Death

Assuming you aren't reduced to vapor in an unfortunate accident, the next step is to get better. That's where RECOVERY comes into play.

Stun

RECOVERY FROM STUN DAMAGE: Your Recovery Characteristic determines how fast your character recovers Stun points He will get back this many Stun points each phase he rests.

WAKING UP: Once you're knocked out, you may stay that way for only a few moments or for a long time. You will regain your REC in stun points based on how far below zero you are:

STUN LEVEL	RECOVER STUN
0 TO -10	EVERY PHASE
-11 TO -20	EVERY ROUND
-21 TO -30	EVERY MINUTE
>30	UP TO GM (A LONG TIME)

A simpler option is to make a

CON+Concentration roll equal to the number of Stun you've taken beyond your total: if successful, you will wake up with one Stun.

Wounds (Lost Hits)

RECOVERY FROM KILLING DAMAGE: Your Recovery Characteristic also determines how fast you regain Hits. For every 24 hours you spend resting and with medical care, you will recover as many Hits as your REC score. *Example: I take 30 hits. My Recovery is 10. I will be back to my full hit level in 3 days.*

Optional Rule: Realistic Recovery rates:

Though this isn't as much fun, realistically it should take much longer to heal back from serious injury. In this case, a realistic rate would be to recover your Recovery rate in Hits every week that you are laid up; the above example would take three weeks of medical care.

Death

Saving a dying character is still possible. Another character, Smaking a successful Physician or first aid skill roll can stabilize you at any point beyond 0. The Difficulty for this task is 2x the number of Hits beyond 0. *Example: Lazarus, is now at -7 Hits. To save him, Fox must make a Medical skill roll against a Difficulty of 14 (2 x 7).*