Babylon 5 Fuzion

Introduction

This documents covers everything necessary to run a Babylon 5 campaign under the Fuzion rules system. The Fuzion rules presented herein are taken directly from the Fuzion HTML document, Kit Version 5.0 with some rewriting. Babylon 5 names, characters and all references are trademark Warner Brothers. All references from The Babylon Project RPG are copyright Wireframe Productions and Chameleon Eclectic. All references from Babylon 5 Wars are copyright Agents of Gaming. The telepath rules are adapted from the Atomik Psioniks Plug-In by Mark Chase (www.meta-earth.com). This document is in no way intended to infringe on any of the above copyrights and trademarks.

Part 1: Character Creation

START LIFEPATH

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	WHO DO YOU VALUE MOST?
2 Shy and secretive	**2** Child
3 Rebellious, antisocial, violent	**3** Brother or sister
4 Arrogant, proud, and aloof	**4** Friend
5 Moody, rash, and headstrong	**5-6** Lover
6-7 Friendly and outgoing	**7** Yourself
8 Stable and serious	**8** Pet
9 Silly and fluff-headed	**9** Teacher or mentor
10 Sneaky and deceptive	**10** Public figure
11 Intellectual and detached	**11** Personal hero
12 Picky, fussy, and nervous	**12** No one
Go To WHO YOU VALUE MOST	*Go To WHAT YOU VALUE MOST*

WHAT DO YOU VALUE MOST?	YOUR WORLD VIEW
2 Money	**2** Every person is a valuable individual.
3 Honor	**3** I like almost everyone.
4 Knowledge	**4** No one understands me.
5 Honesty	**5** People are sheep who need to be led.
6-7 Friendship	**6-7** I'm neutral to most people.
8 Your Word	**8** People must earn my respect. No free rides here.
9 Love	**9** People are untrustworthy. Be careful who you depend on.
10 Power	**10** No one's going to hurt me again.
11 Having a good time	**11** People are wonderful!
12 Vengeance	**12** People are scum and should be wiped out.
Go To YOUR WORLD VIEW	

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

What was your early upbringing like, economics wise?

Note: this has no effect on your current situation

Roll 2D6 and find out...

EARLY BACKGROUND	WHAT'S NEXT?

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.

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

LIFE EVENTS

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.

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 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

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)

1-2 Something Good: (roll 1D6)

1 Make a Connection (see PERKS): A local power player (Official, etc.) 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.

3-6 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

CURRENT SITUATION

Roll 2D6 to determine where your life is 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 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 craftwork or construction
11 You're involved in scientific study.
12 You're involved in a military or paramilitary organization.
Go To CURRENT OUTLOOK

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!

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.

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.

Buying Characteristics

Primary Characteristics are purchased at a ratio of 1 Characteristic Point [CP] for one level of ability. You must put at least one Characteristic Points in each Characteristic; the maximum level you can buy in any one Characteristic is 7 for Babylon 5 Fuzion, except in **PSI** which has a limit of 10.

PRIMARY AND DERIVED CHARACTERISTICS

In the Babylon 5 Fuzion campaign, characters have 11 Primary Characteristics, arranged into four groups:

Mental Group
- **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.
- **Willpower (WILL):** Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.
- **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.
- **Psi (PSI):** Your telepathic ability. Most characters will have a score of zero in this stat unless they are playing a Telepath character.

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

Movement Group
- **Movement (MOVE):** Your speed of movement; running, leaping, swimming, etc. There is only one Primary Characteristic in this group; the rest are Derived (pg. 115)

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 used in the Babylon 5 Fuzion campaign.

- **Stun [BODYx 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. NOTE: This is allowed, but not recommended.
- **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).
- **Stun Defense (aka SD) [CON x 2]:** How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.
- **Mental Defense (aka MD) [PSI + WILL]:** How resistant you are to telepathic scanning or attacks.
- **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.
- **Run (aka Combat Move) [MOVE x 2m]:** How far the character runs, at a rate allowing dodges and evasions, in 1 phase (3 seconds).
- **Sprint (aka Non-combat Move) [Move x 3m]:** How far the character sprints, in a flat-out run without trying to evade, in 1 phase (3 seconds).
- **Swim [MOVE x 1m]:** How far the character swims in 1 phase (3 seconds).
- **Leap [MOVE x 1m]:** How far the character leaps.
- **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 telepathy). 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, which restores as much END as your REC (see above).
- **Resistance (RES) [WILLx3]:** Your ability to resist mental or psychological attacks or stress; basically your mental "Hits".

Characters in Babylon 5 Fuzion get **50 Characteristic Points (CP)** for stats, and **50 Option Points (OP)** for Skill, Talents and Perks. Telepaths also get Power Points based on their Psi Rating, see the Telepath Plug-In for details. Telepath Psi Rating is based on the number

of points put into the PSI stat – it is recommended that player character Telepaths be restricted to P5 to P8 in rating, any more powerful would restrict the character to non-adventuring duties (unless a Rogue Telepath, Sleeper or Deep Agent Complication is taken). Psi ratings are:

PSI Stat	Psi Rating
1	P1-P2
2	P3
3	P4
4	P5
5	P6
6	P7-P8
7	P9
8	P10
9	P11
10	P12

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 to add to a character's background. Characters in Babylon 5 Fuzion are limited to **30 points** worth of Complications. The Value of a Complication is based on its Frequency, Intensity and Importance:

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
Almost Never	0	Once during your gaming career
Infrequently	5	Once every few gaming sessions
Frequently	10	Once every gaming session
Constantly	15	More than once every gaming session

Intensity

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Overcoming a complication requires a WILL + Concentration roll. 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, or make Everyday roll to overcome
Strong	10	Must roleplay and make Exceptional roll

Severe	15	Must roleplay and make Incredible roll
Extreme	20	Must roleplay and make Legendary roll

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 (-1) on combat, skills or reaction.
Major	Divide by 2	Major effect (-3) on combat, skills, reaction or 1.5 times damage or puts character in danger.
Extreme	Multiply by 1	Extreme effect (-5) on combat, skills, reaction or 2 times damage or puts character in extreme danger.

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

"If I were a landing thruster, which one of these would I be?"

You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

Amnesia

"You have a hole in your mind!"

You can't remember: A few hours time (5). A day of time (10). A week or two of time (15). A month or more of time (20).

Bipolar

"You're a pessimist."
"I'm Russian. We understand these things."

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 "Can you tell me anything about your pets?" "Yes, they're trying to take over the galaxy."	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 "There's a feeder on board? I'll be in my quarters…"	You have a phobia; and unreasoning fear of some common thing, such as aliens, heights, or telepaths. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).
Paranoia "You have a suspicious mind. I like that."	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 "I whispered thoughts into her ear and she told you everything you wanted to hear…"	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 "Drazi green!" "Drazi purple!"	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).
"I faced death on the line. Where were you?"	
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).
"I confess that I look forward to the day when we have cleansed the universe of the Centauri and carved their bones into little flutes for Narn children."	
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).
"You know I hate when you do that." "Good."	
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).
"MOLLARI!!!"	
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)
"No boom today. Boom tomorrow. There's always a boom tomorrow."	

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 everyone 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 quadraplegic; 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
"My eye offended him."	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
"Minbari do not react well to alcohol – we become subject to psychotic impulses and homicidal rages."	to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15)

Public Figure

"Commander, will you comment on the rumors of an illegal strike by the Docker's Guild?"

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

"Was it something I said?"

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

"No one must know that I am part of the Grey Council."

You are trying to hide your activities under a secret identity or other smokescreen. 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

"Many people come here with hopes of finding a new life. Often they don't find it and end up without the money to return home. So they live in this section, which we call Downbelow."

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

"Oh no, not the carrion eaters."
"Bon appetit."

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

"Though it take a thousand years, we will be free."

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

"The Great Maker has blessed us with great big eyes, and great big sensors, and great big…oh never mind."

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).

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)
"No more Nightwatch on my station!"	*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:

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).
"Minbari do not kill Minbari."	
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
"I can't scan someone without their permission; it goes against everything I've been taught!"	

(20).

Vow	This is a promise you must keep, no matter what. It could be to protect someone, follow
"There are humans for whom the words 'Never again' carry special meaning."	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
"I think I have a problem…"	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
"I don't trust Telepaths; I never have and I never will."	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
"You know, you're very cute for a Minbari."	comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

SKILLS

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.

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.

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.

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)	**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)
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)	**LOCAL EXPERT** Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)
ANIMAL HANDLER The skills of animal handling, training, and care as applicable. (INT)	**LOCKPICKING** This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)
ATHLETICS Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)	**MECHANICS** Skill with mechanical devices and the knowledge of how to repair, replace, and build them. Choose one area. (TECH)
AUTOFIRE WEAPONS Select one: Submachinegun, Auto Rifle, Machinegun and PPG. (REF)	**MELEE WEAPONS** Select one: Small Blade, Large Blade, Axe, Blunt and Polearm. (REF)
BRIBERY A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)	**MIMICRY** The ability to perfectly imitate someone else's voice. (PRE)
BUGGING The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (TECH)	**NAVIGATION** Select one: Land, Sea or Space. Knowing how to take sightings, use maps and charts, plot courses, etc. (INT)
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)	**ORATORY** The ability to speak to an audience and to deliver a convincing presentation. (PRE)
BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)	**PARAMEDIC** This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)
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)	**PERCEPTION** The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. (INT)
COMPUTER PROGRAMMING The ability to program and operate computers. (TECH)	**PERSUASION** The ability to convince, persuade, or influence individuals. (PRE)

CONCEALMENT You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)	**PILOT** Flying aircraft, space fighters, space shuttles, starships, etc. A specific class of vehicle must be chosen for this skill. (DEX)
CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (WILL)	**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)
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)	**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, or whatever. This skill is used for defense when you are being attacked by a ranged attack. (DEX)
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)	**RESEARCH** Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (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)	**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)
CRYPTOGRAPHY The ability to solve simple ciphers and encrypt or decode messages. (INT)	**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 taken. (INT)
DEDUCTION This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (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)
DEMOLITIONS The ability to properly use, handle, set, and defuse explosives (TECH)	**SEDUCTION** The ability to gain others' trust by offering companionship or favors. (PRE)
DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)	**SHADOWING** The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)
DRIVING Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)	**SLEIGHT OF HAND** The ability to palm items, fool the eye, perform magic tricks, etc. (REF)

EDUCATION General knowledge, such as math, history, science, trivia, or current events. (INT)	**STEALTH** The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)
ELECTRONICS The ability to identify, understand, repair, and rewire electronic devices. (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)
EXPERT Any one field of knowledge: stamps, gardening, telepath law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)	**SURVIVAL** This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)
FIREARMS Select one: Bow, Crossbow, Pistol, Rifle, Shotgun and PPG. (REF)	**SURVEILLANCE** The ability to set up a static surveillance of a subject without having it detected. (INT)
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)	**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)
FORGERY The ability to create false documents, identification, currency, and so forth. (TECH)	**TACTICS** Select one: Ground, Ship or Fleet. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)
GAMBLING The ability to win gambling games that require some skill, such as poker, and more exotic games. A character may also use this skill to cheat. (TECH)	**TEACHING** The ability to impart information or skills to other. (PRE)
GUNNERY Firing vehicle-mounted weapons, ship-mounted weapons and artillery. (REF)	**TRACKING** The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)
HACKING Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)	**TRADING** The ability to strike a good bargain with a merchant or customer. (PRE)
HAND TO HAND Basic skill at fighting with your hands. Adding Martial Arts (page 133) allows the character to use Martial Arts maneuvers and actions. (REF)	**USE TELEPATHIC ABILITY** The ability to use a specific telepathic ability - Mind Scan, Mental Illusion, etc. (PSI)
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 natural or melee weapons. (DEX)	**USE TELEKINESIS** The ability to use a specific telekinetic ability - TK control, TK defense, etc. (PSI)

HEAVY WEAPONS Use of military weapons such as mortars, rockets, hand-held missiles, PPG cannons, etc. (REF)	**VENTRILOQUIST** The character can make his voice sound as if it's coming from somewhere other than himself. (PRE
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)	**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)
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)	**WEAPONSMITH** The character knows how to build, maintain and repair weapons of various types. The class of weapon (slug, PPG, other) must be specified when this skill is purchased. (TECH)
INVENTOR This skill enables the character to design and construct new devices. To use Inventor, the character needs the science skills in the field he is working in. (TECH)	
LANGUAGES Must specify one particular language (or dialect, computer code, type of sign language etc). Must specify primary language (see chart) in the family; all others in that group are at 1/2 of primary. (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.	Minbari: General, Caste Narn Centauri Drazi Brakiri Abbai etc.

BABYLON 5 ALIEN RACES PLUG-IN

The following races get automatic Complications, Talents and other modifications. Check the race you wish to play against the lists here, before moving on to Talents and Perks. The cost (in Option Points) of a race is listed after its name. A zero means no cost, a positive

value is the amount of OP you spend to take that race and a negative value actually gives you back that many OP.

Centauri (0)
- Bad Reputation (swindlers)(Everyone knows, Constantly, Minor) –5
- +1 to any one Mental group stat +5

Drazi (0)
- Distinctive Features (Not concealable, Frequent, Minor) –5
- Bad Tempered (Mild, Frequent, Minor) –3
- +1 to any one Physical group stat +5
- Rapid Healing +3

Minbari (0)
- Distinctive Features (Not concealable, Frequent, Minor) –5
- Susceptibility – Alcohol (Common, Almost Never, Extreme) –5 NOTE: Almost never = 0
- +1 to any one Mental group stat +5
- +1 to any one Physical group stat +5

Narn (0)
- Distinctive Features (Not concealable, Frequent, Minor) –5
- +1 to any one Physical group stat +5

Pak'ma'ra (-2)
- Distinctive Features (Not concealable, Frequent, Minor) –5
- Personal Habit – carrion eater (Horrible, Frequent, Minor) –5
- Acute Smell +3
- Ultraviolet Vision +5

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 3OP:

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 off-hand).

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 Persuasion, Performance, and Ward-robe/Style 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 Perception 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 Perception 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: 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. Schticks must be okayed by the GM and should never have an important combat or skill application-always shooting the gun out of the bad guy's hand 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 Sence: 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! 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. 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. Impact of most Perks in Babylon 5 Fuzion is Moderate (x2) or High (x3).

Campaign Style Multiply Perk By

Very High Impact	X4
High Impact	X3
Moderate Impact	X2
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 Earthdome would make you a janitor, but at 10 you're the EA President. 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 trader's license might cost 2; a private investigator's license 4; a bounty hunter's license might cost 6; an EA special agent 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 crime boss costs 6, the head of Earthforce costs 10. 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 is.
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
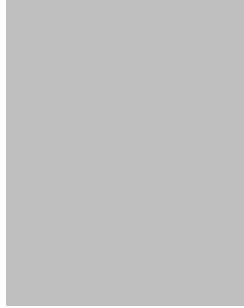
live in a very expensive home. At 9, you're a millionaire, can live anywhere and buy almost anything you want. The GM might let you exceed Wealth 10, making you a billionaire!

SPECIAL PERKS FOR BABYLON 5 FUZION

Membership, Contacts and Favors

- Earthforce
- Psi Corps
- A corporation (IPX – Interplanetary Expeditions, Edgar's Pharmaceuticals, etc.)
- Minbari Caste (Military, Religious, Worker)
- Kha-rhi
- Centaurum
- Homeguard/Nightwatch

BABYLON 5 MARTIAL ARTS PLUG-IN

Campaign Style	Cost of Martial Arts
Martial Arts are Common	x1

The list below are of the most common types of martial arts studied today, by race:

HUMAN:

Aikido: This is a Japanese art founded in 1942 by Morihei Uehiba and derived from the earlier Aikijutsu. It stresses discipline and a nonviolent 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.

Boxing: This is basic pugilism, the art of dancing around your opponent, weakening him with jabs until you can land decisive blows. Boxing is still a very popular sport today.

MINBARI

Kalan'tha: This Minbari style of fighting is based on structure and form and the blending of all aspects of a person into a whole. The style includes full proficiency with the Denn'Bok, the Minbari pike. While mostly defensive and non-lethal, the Kalan'tha style is nonetheless devastating.

CENTAURI

Tronno: This Centauri unarmed combat style is an ancient one, developed as the Republic spread not only across their own world, but across the stars. It is used to instill respect for the Republic into its pupils, as well as teaching them to fight.

NARN

Then'sha'tur: This Narn unarmed art uses the strength and toughness of the Narn to maximum effect. It was born during the Centauri occupation from a blend of other arts and teaches dedication to personal freedom – and knowing how to fight is the best way to ensure one's freedom.

Actions	Description	Aikido	Kung Fu	Boxing	Kalan'tha	Trono	Thensha'tur
Basic Strike	Add 1D6 to your normal STR-based damage, +2 to DEX		*	*		*	*
Breakfall	Take 1/2 normal falling damage, regain feet as a Free Action	*			*		
Defensive Strike	Strike. Adds +1 to REF, +3 to DEX	*		*	*	*	
Killing Strike	Ranged HTH attack at -2 REF. Damage as normal		*			*	*
Martial Arts Weapons	Trained in the use of all hand to hand martial arts weapons (tonfa, nunchaku, sai)		*		*		
Martial Block	Blocks all but bladed weapons, adds +2 to DEX, REF	*	*		*	*	*
Martial Disarm	Disarm, with a +2 to STR during the maneuver.	*	*		*	*	*
Martial Dodge	Adds +5 to DEX for dodging purposes that phase	*	*	*	*	*	
Martial Escape	Adds +3 to STR for escape purposes	*			*		
Martial Grab	Adds +2 to STR for purposes of the Grab	*					*
Martial Throw	+Target knocked prone, takes damage, must spend 1 Action to get back up again.	*	*		*		

Nerve Strike	Does 2D6 damage, no Stun Defense; -2REF	*		*		
Offensive Strike	Adds +2D6 to basic strike, at -2 REF, +1 DEX.		*			*
Sacrifice Throw	with +2 to REF, Target and Attacker both knocked prone.					
	Point Totals:	16	16	8	18	12	12

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.

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 (tonfa, sai, Minbari staff), 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.

BABYLON 5 ATOMIK PSIONIKS TELEPATH PLUG-IN

Telepaths in Babylon 5 Fuzion are special characters. They have powers that give them an enormous advantage; and therefore are very harshly regulated by society – at least for humans. Both Humans and Centauri monitor their telepaths by requiring them to join an organization (Psi Corps for humans, the Telepath's Guild for Centauri). Only the Minbari do not actively track their race's telepaths – to them, telepaths are blessed individuals treated with extreme respect and have all their needs provided for. Only the Narn have no telepaths – they were wiped from the Narn gene pool during the first Shadow war 1000 years ago.

A telepath gets a number of Power Points for buying Psi powers equal to [(Psi Rating + 1) x 2]. So a P5 rated telepath, would have 12 Power Points with which to buy powers. If additional Power Points are desired, the telepath may trade Option Points for Power Points at the usual 5OP = 1PP ratio. The telepath cannot have any Psi power of a level higher than their Psi Rating plus one.

Psi Rating	Power Points	Max Level
P1	4	2
P2	6	3
P3	8	4
P4	10	5
P5	12	6
P6	14	7
P7	16	8
P8	18	9
P9	20	10
P10	22	11
P11	24	12
P12	26	13

Telepaths may also increase their Mental Defense if they wish, by spending 1PP for +2 Mental Defense.

The following Powers and Methods are available to characters in Babylon 5 Fuzion, with GM approval. You should download the Atomik Psioniks plug-in from www.meta-earth.com to get a full write-up of the following powers:

Telepathy	Telekinesis*	Cognition**	Psychodynamics
• Telepathic Send • Emotion Sense • Psi Sense • Thought Sense • Mental Illusion • Mind Scan • Mind Wipe* • Mind Transplant* • Mind Control* • Mental Blast	• Telekinetic Control • Fine TK Control • Telekinetic Strike • Telekinetic Shield	• Precognition • Danger Sense	• Psi Jamming • Psi Static • Siphon Energy*** • Steal Power***

* Very few telepaths have these powers (or it takes multiple telepaths, in the case of Mind Wipe and Transplant). GM's approval is necessary. Telekinetics (Teeks) should be limited to levels 1 or 2 so as not to overbalance your game. You have been warned.

** Most telepaths don't have Cognition powers except female Centauri telepaths who, for some reason, tend to frequently possess some cognition ability. All Cognition powers are uncontrollable.

*** Only ancient, powerful races like the Vorlons or Lorien would have these kind of Psi powers.

RESOLVING MENTAL POWER USE

Resolving Mental Attacks:

1. The attacker adds his PSI + Use Telepathy 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 PSI + Use Telepathy 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

Telepathy Effect	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.

Since most telepath characters are more than likely to be human, a few issues need to be addressed concerning human telepaths. All telepaths, regardless of Psi Rating are given 3 choices when their powers manifest:
1. Join Psi Corps and be trained to use your talent to its full potential.
2. Go to prison.
3. Take telepathic suppression drugs (called sleepers).

Joining the Corps seems to be a pretty decent option, you're clothed, fed, trained and educated. But you also have to undergo a monthly evaluation under scan to ensure you're not abusing your power, you can be scanned at any time for any reason and you may not refuse to be scanned – so basically you have no private thoughts to yourself.

Going to prison really isn't much of an option either, although it's less a prison and more like an enclosed community that you're just not allowed to leave.

Taking sleeper drugs lets you do what you want where you want, but you are subject to the less than pleasant side effects of sleepers. Besides suppressing telepathic abilities, they cause extreme depression and can cause catatonic withdraw.

The only other option, one obviously not offered by Psi Corps, is to go rogue. That is, to run off without registering. While you are free to do what you will, you will always be hounded

by Psi Cops out to drag you back to the Corps for "re-education" or prison or sleepers. So don't plan on settling down if you're a rogue telepath.

If you join Psi Corps, you are trained to your full potential, then (theoretically) given a choice of assignments based on your ability. These are:

PSI RATING	Assignments/Jobs Possible
P1-P4	Telepaths of this level are fairly weak and can't do a lot with their talent. They may work with more powerful telepaths or act as assistants, but that's about it.
P5-P8	Telepaths in this range most often become Commercial Telepaths. Businesses frequently employ telepaths to scan surface thoughts of all parties engaged in business dealings to ensure that everyone is dealing honestly. Also, they can be called on in legal proceedings, such as to scan the mind of a crime victim to help identify an assailant, in case the victim can't remember. Telepaths are not allowed to scan anyone without permission, and information gained from illegal scans is inadmissable in any judicial system.
P9-P10	The more powerful telepaths usually become instructors for Psi Corps, working with new and developing telepaths to help them make the most of their power. Any telepath at or above this level usually ends up working in a Psi Corps facility of some kind with no hope of roaming about (so keep PC telepaths at P8 or less).
P11	Telepaths of this caliber often become involved in the administration of Psi Corps itself, deciding policy, etc.
P12	Finally, the most powerful telepaths have no choice but to join the Psi Cops. The job of enforcing the laws of Psi Corps upon other telepaths is left to the most powerful telepaths the Corps has to offer. Psi Cops not only have well honed telepathic abilities, but are also combat trained to deal with potentially troublesome telepaths.

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:

<div align="center">

-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.

</div>

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

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. Not

recommended for Babylon 5 Fuzion.

- To generate Cash: 1 Option Point equals 100 dollars (or other money unit, plus the GM's permission. Example: to gain $500.ºº 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. The Rule of X for Babylon 5 Fuzion is **18**.

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.

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

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.

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.

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.

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.
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.

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.)

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:

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 it's 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 which allows it to increase it's 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).*

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:

> *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. If you equal or exceed the Difficulty Value, you succeed!

The formula is:

Your AV (CHARACTERISTIC+SKILL) + a DIE ROLL

vs. the DV (DIFFICULTY VALUE) + 10 (or a DIE ROLL)

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

- **PSI** Using telepathic abilities

- **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.

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
Everyday	14
Competent	18
Heroic	22
Incredible	26
Legendary	30

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 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:

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:

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!

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.

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.

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.

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 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!)

As a rule of thumb, always remember:

- ### Wood damages Flesh

- ### Metal damages Wood

- ### Energy damages Metal

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.

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 common 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.

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.141]. 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.

[F] Go to Next Phase Start again with the process.

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.

Choke 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.

LIFTING & THROWING

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).

Babylon 5 Fuzion - Modify current STR by:	
Heroic [TV action show]	-1

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.

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

STR	Lift in Kilograms	Lift in Pounds	Example
.5	36kg/72lbs		Small Child

1	50kg/110lbs	Child
2	72kg/158lbs	Adult female
3	100kg/220lbs	Adult male
4	144kg/317lbs	
5	200kg/440lbs	Lion
6	288kg/634lbs	Motorcycle
7	400kg/880lbs	
8	575kg/1,265lbs	Small Car

Pushing

In a campaign like Champions, where Endurance is used, the GM may allow characters to exert extra effort in emergencies; this pushing allows the characters to increase their STR up 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.

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.

Throw Table	
.5	2m
1	6m
2	14m
3	24m
4	36m
5	50m
6	66m
7	84m
8	104m
9	125m
10	150m
11	240m

Throw Modifier Table		
Weight (Kg/Lbs)	Example	Modify Throw

Less than 2kg	Baseball	-0
2kg/4lbs		-1
4kg/9lbs		-2
9kg/20lbs		-3
18kg/40lbs		-4
36kg/72lbs	Small Child	-5
72kg/158lbs	Adult Male	-6
143kg/317	Manhole Cover	-7
287kg/634lbs	Motorcycle	-8
575kg/1265lbs	Car	-9

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.

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.

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 Valuesthat 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

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/yd 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.

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 Totall. 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 used in Babylon 5 Fuzion. To use them, just apply the WA to your Attack roll as with any other Modifier.

MELEE WEAPONS LIST
Following is a list of melee weapons found in Babylon 5 Fuzion including, Damage Class (how many 6 sided dice it throws for damage), Accuracy Modifier, and the Minimum Strength required to use the weapon.

Weapon	DC	Accuracy	Min STR	Notes
Nightstick	1	+0	1	1 hand, Stun only
Staff	3	+1	3	2 hand, Stun only
Minbari Pike (Denn'Bok)	3	+2	3	2 hand, Stun only
Knife	1	+0	1	1 hand
Short sword	2	+1	3	1 hand
Broad sword	4	+0	5	1 hand
Coutari	3	+1	3	1 hand
Katak	3	+1	3	1 hand
Stun Baton	4	+1	2	1 hand, NND Stun only

*NOTE: NND means No Normal Defense. This is a Stun attack that bypasses the target's Stun Defense. So all damage inflicted goes directly to Stun. However, both NND Stun weapons in Babylon 5 Fuzion are stopped by any KD-rated armor (Stun Baton and Stinger dart gun), so usually called shots to an unarmored area must succeed for the NND attack to be effective. Also STR is NOT added to the Stun Baton damage.

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.

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

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).

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.

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	-1/10m the target moves
Target Silhouetted	+2
Vehicle mounted, no turret	-4
Aimed shot – chest	-1
Aimed shot – vitals, head	-6
Aimed shot – legs, hands, feet	-4
Aimed shot - stomach	-5
Aimed shot – arms, shoulders, thighs	-3
Firing shoulder arm from hip	-3
Aiming	+1 per phase, up to +3 maximum
Braced	+2
Tiny Target (bullseye, eye, vital)	-6
Small Target (less than 1m, limb)	-4
Large Target (trees, cars)	+2
Very Large Target (planes, side of barn)	+4
Surprise Attack	+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 used in Babylon 5 Fuzion. To use them, just apply the WA to your Attack roll as with any other Modifier.

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 i h 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.

Range	Difficulty
Melee (4m or less)	4
Close (10m or less)	8
Medium (50m or less)	12
Long (Out to listed range)	16
Extreme (Beyond listed range)	16, +2 per 100m

SPECIAL ATTACKS

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. The area affected depends on the kind of attack made and will always be described as part of its description or construction. The outcome is determined by each defender in the area defending against a single attack total; those who fail take damage.

Explosions
For these, the attacker rolls against a Difficulty Value assigned by the GM (see). 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
Grenade (per die of damage)	1m
Explosive (per die of damage)	1m
Flamethrower (per die of damage)	1m

Heavy Weapons (per Kill of damage)	4m

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.

RANGED WEAPONS

Here are the ranged weapons found in Babylon 5 Fuzion.

Pistols	DC	Acc	Rng	ROF	Shots	Notes
W&G Model-10 PPG	4	+0	50	2	5	Civilian model
Auricon EF-7 PPG	4	+1	50	2	15	Earthforce issue
Kalat Avenger PPG	4	+0	50	2	10	Narn PPG
Tromo PPG	4	+1	50	2	20	Centauri PPG
Sha'ann PPG	5	+1	50	2	Inf	Minbari PPG
Coleman .22	2	+0	50	2	10	Light slug pistol
Coleman Magnum	4	+0	50	2	14	Magnum slug pistol
U-Tech Stinger	4	+0	50	2	10	NND Stun, dart

Rifles	DC	Acc	Rng	ROF	Shots	Notes
W&G Model 21 PPG	6	+0	300	2	2	Civilian model
Auricon EF-PR	6	+1	300	2	8	EF issue
Auricon EF-APR	6	+1	300	10	30	EF issue auto PPG
Auricon EF-749/AC	10	+0	400	10	60	Heavy PPG
Wesson Sportsman	6	+1	400	1	7	Sporting slug rifle
Wesson Rattler	3	+1	100	20	30	Submachinegun
Wesson Enforcer	7	+1	400	1	10	EF Sniper rifle
W&G EF-52	6	+0	300	20	30	EF Assault rifle
Browning EF-626	-	+0	300	1	1	EF Grenade launcher

Others	DC	Acc	Rng	ROF	Shots	Notes
S-30 Concussion grenade	8	-	Th	1	-	Stun,Flash, 8m diam
D-21 Frag grenade	6	-	Th	1	-	Explosion, 6m diam
Bow	4	+0	140	1	-	20m/pt. Str
Longbow	7	+0	200	1	-	20m/pt. Str
Crossbow	4	+1	200	1/4	-	

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. To determine how many shots hit, use the Autofire Ratio listed below-for every X number of shots in this ratio, one round hits the target., up to the maximum number of shots fired.

Campaign Style Autofire Ratio	
Competent	1
Heroic	2

Example: The Autofire ratio is set at 2. This means for every 2 shots fired, 1 hits.

The catch? There's a 1 point attack penalty for every 10 shots fired (your gun is jumping around). The Babylon 5 Fuzion Autofire Ratio should be set at 1, for realism, although Heroic setting of 2 wouldn't strain reality TOO much…

Multiple Targets: An autofire attack can also be directed against several targets at once. The 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 itsDefense Value against the attacker's single Attack roll. To determine how many shots hit, use the currently dialed Autofire Ratio above- for every X number of shots in this ratio, 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.

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.

Mental Attacks
Mental attacks have a range of 10m/Psi Rating; they are direct line of sight-if you can see it at all, you can hit it, no matter how tiny it is. To hit, you will use PSI + Use Telepathy Skill.

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. 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: 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.

VEHICLE ATTACKS

In general, vehicle 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
Difficulty	8	12	16	20

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.

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 !

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.

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, most 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.

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.

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.

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 bucketfulls 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.

The Bad News: All that force didn't just vanish, you know. It's just been converted into Knockback. 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.

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 overpressure effects rather than just obliterated on the spot.)

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 -10	Every phase
-11 to -20	Every round
-21 to -30	Every minute
-30 or greater	Up to GM (long)

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.

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.

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!

If you take a hit that causes damage greater than your Resistance (WILL x 3), you are stunned for one round (4 phases). Stunned characters are knocked down and may only get up, Move, Run and Parry.

When using the Hit Location Charts below, roll three six sided dice and modify damage as appropriate. Note: damage is multiplied AFTER penetrating armor:

Roll 3D6	Location	Hit Effect	Hit Modifiers
3-5	Head	Double damage	-6
6	Hands/forepaws	½ damage	-4
7-8	Arms/forelimb	½ damage	-3
9	Shoulders	Normal (1x) damage	-3
10-11	Chest	Normal damage	-1
12	Stomach	1.5x damage	-5
13	Vitals	1.5x damage	-6
14	Thighs	Normal damage	-3
15-16	Legs/hindlimb	½ damage	-4
17-18	Feet/hindpaws	½ damage	-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. Babylon 5 Fuzion uses the realistic form; Knockdown only.

ARMOR

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. 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. 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.*

ARMOR LIST

Following are types of armor found in Babylon 5 Fuzion. Listed are the armor type, KD of the armor, Encumbrance Value of the armor (subtract from Ref, Dex and Move) and a description of what the armor protects.

Type	KD	EV	Description
Leather Jacket	3	+0	Duh, covers arms, torso
W&B Armored Jacket	10	+0	Covers arms, torso
Coleman Riot Jacket	13	-1	Covers arms, torso
Coleman Riot Helmet	18	+0	Covers head
Coleman ML-6 Riot Armor	16	-1	Covers arms, legs, torso
Coleman Riot Shield	25	-2	Covers all areas
Talak Military Gear	15	-2	Narn, covers arms, legs, torso
Royal Guardsman Jacket	18	-2	Centauri, covers arms, torso
Minbari Military Jacket	25	-1	Minbari, covers arms, torso
Hostile Environment Suit	15	-2	Covers all areas
TBL-42 Space Suit	10	-2	Covers all areas
GN-339 Biohazard Suit	5	-1	Covers all areas
RE-698 Radiation Suit	8	-2	Covers all areas

NOTE: Body armor is only good for one hit from any PPG weapon. The armor must then be taken off as quickly as possible as the plasma continues to heat and melt the armor from the initial hit. If the armor is not gotten off within 5 phases, the wearer will take Killing damage per phase until it is removed – 1d6 from PPG pistols and rifles, 2d6 from heavy PPG weapons (EF-749/AC). Minbari armor is not subject to this rule due to advanced materials. Also the Coleman Riot Shield, Riot Helmet and all space/hazard suit helmets are too thick to be affected, and the Hostile Environment Suit and ML-6 Armor have removable plates on every hit location that can be pulled off after a hit.

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.

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:

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, asphixation 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	**DC 1-4**	**DC 5-10**	**DC 11-20**
Electricity	Battery	Wall Socket	Lightning
Fire	Wood Fire	Building Fire	Plasma Fire

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	Intense	Deadly
DC	**DC 1-4**	**DC 5-10**	**DC 11-20**
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Morphazine	PCP
Illness	Measles	Pneumonia	Bubonic 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 Truth Serum (DC5) to Jake, hoping to find out the Psi Corps' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.

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.

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.

	0-10	11-30	31-60	61-100	101-150	Terminal
<50lbs	1	2	4	6	8	10
50lbs	2	4	6	8	10	12
100lbs	4	6	8	10	12	1K
200lbs	6	8	10	12	1K	2K
400lbs	8	10	12	1K	2K	3K
800lbs	10	12	1K	2K	3K	4K
1600lbs	12	1K	2K	3K	4K	5K

1 ton	1K	2K	3K	4K	5K	6K
2 tons	2K	3K	4K	5K	6K	7K
4 tons	3K	4K	5K	6K	7K	8K
6 tons	4K	5K	6K	7K	8K	9K
8 tons	5K	6K	7K	8K	9K	10K
10 tons	6K	7K	8K	9K	10K	11K
20 tons	7K	8K	9K	10K	11K	12K
40 tons	8K	9K	10K	11K	12K	13K
80 tons	9K	10K	11K	12K	13K	14K
100 tons	10K	11K	12K	13K	14K	15K
+100 tons	11K	12K	13K	14K	15K	16K

NOTE: 1K=14DC. Each additional Kill adds 1 DC.

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.

RECOVERY

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 or greater	Up to GM (long)

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, making 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).