

GENERIC FUZION RULES

Revision 5.02 (8/3/98)



About the Fuzion™ System

This game uses a unique rules system called Fuzion™, a unified set of roleplaying rules combining the best of the Hero System™ (*Champions*) and Interlock™ (*Cyberpunk®*, *Mekton Z™*). Not only can Fuzion™ be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing Hero™ and Interlock™ rules and materials—if it's marked *Fuzion™ Capable*, it can be used as part of the Fuzion™ system.

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A Typical Roleplaying Session

Mike, Bruce, Dave and Lisa have gathered together for a roleplaying session (also known as a “run”). They find a comfortable place in Mike’s living room, with enough space for some books, some dice, and a few favorite types of party food (a staple of a good roleplaying session).

As GM, Mike starts off the session by proposing the situation and describing the scene. He begins: “The three of you have just entered the City. It’s about nine at night, and the dark, windy stone streets are slick with the recent rain and the filth of years of slum living. The weak moonlight casts long shadows as you make your way past street beggars and the occasional thug looking for an easy target.

Bruce has decided to play the role of a tough mercenary adventurer Gron Helstrom. He thinks about the type of character he is playing and decides that someone like Gron would be looking for action. He says, “Gron grabs the nearest street thug by the lapels of his cheap outfit and growls, ‘Where’s the nearest bar?’”

Dave has decided to play the role of Jord Mattersly, a clever would-be detective and delver into mysteries—the more bizarre the better. Jord’s a thinker, not a fighter, so Dave tries another tack—“Jord pulls Gron’s hands off the thug’s collar and says ‘Excuse my friend’s enthusiasm. We’re just looking for a place with strong drink and some quiet socializing...’”

Lisa is playing the role of Lara Khon, a cunning master thief with a bit of Robin Hood in her background. As a natural paranoid, she’s scanning the locals around the group. “What does Lara see in the crowd?”

As GM, Mike thinks about it. It’s night, in a bad section of town, and Gron’s just roughed up one of the locals. He says, “Well, Lara sees three large figures moving silently out of the shadows. The moonlight glints off of drawn weapons as they approach you...”

“Lara turns to Gron and Jord,” says Lisa, catching on fast. “Fellas, we have a problem coming up...”

Do I have to dress up or something?

Not really. Although there is a specific style of roleplaying game called a LARP (or Live Action Role Play, where people do dress up sometimes), most games are played by sitting around a table, imagining the scene described by the GM, and then acting out what you think your character would do in that situation. You don’t have to dress in costume, wave around plastic weapons or (God help us!) run around in the steam tunnels at midnight.

What is a Roleplaying Game?

A roleplaying game lets you pretend to be a character in a story, much like being in a play. Each player takes the role of a character in the story, making the decisions and saying the things that character would say in the situations that happen along the way.

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

How do I play ?

In a Fuzion Game, one player becomes the GM and decides the setting of the adventure, the rules to be used, starting points for characters, and all the choices and options presented in the Fuzion rules. The other players get their characters ready based on what the GM tells them about the rules. The GM either gives you a character, lets you pick one that’s already been written up, or lets you create one.

What else does the Referee/GM do?

The GM prepares a story (or uses one already written for him in a pre-published adventure book), and begins to tell the players what their characters see and hear, and starts asking the players what their characters will do next. When something comes up where the result isn’t obvious (like whether or not you hit someone or whether you can pick a lock), he also adjudicates what the result will be, based on the rules you’re reading now.

How do I GM?

The best way is through trying it yourself. Read through the rules completely, and read through the campaign setting provided. We also always include an example of a roleplaying session and some tips on how to create a good adventure. The most important part is to be a good storyteller—to try and vividly describe the world you are guiding people through, and to pose problems or situations that will challenge your players to do their best.

Almost as important is the need for the GM to be an impartial judge of the rules and effects of the game on his or her players. Remember; if you aren’t interesting and you aren’t fair, no one’s going to want to star in your “movie.” Good luck!

Creating A Character

What is a Character?

A character is a role that you will be playing in the loose, impromptu play that makes up a roleplaying session. For example, if your roleplaying group were staging a recreation of the movie *Casablanca*, Rick Blaine would be one of the characters. Much like Humphrey Bogart, the person playing Rick in this adventure would try to act out what he (or she), thought the character would be doing in each scene of the “movie”.

But what keeps a player from saying, “Ah! When the Nazi officer corners Rick at the airport, Rick uses his X-Ray vision to melt Herr Strasser’s gun?” That’s where the RULES come in. To play a character convincingly, the GM uses a set of structured guidelines (like these) to tell players what is or isn’t possible within the confines of the world. And to set guidelines on what is possible for a particular character, he uses the very powerful tool of Characteristics.

What are Characteristics?

Characteristics (also called **Statistics**, or Stats) are NUMBERS that describe your character’s ability as compared to everything 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 Characteristic of 5 might be better off than a person with a Characteristic of 4, but not as good as a person with a Characteristic of 6. Characteristics are generally rated from 1 to 10 (remember Bo Derek in the movie “10”? That would be the best looking a person theoretically could be. You don’t want to meet number 1).

How Do You Get Them?

You buy the level of your Characteristics from a pool of points given to you by the GM at the start of the game, based on the type of character and/or adventure you will be playing in. In a typical Fuzion campaign, characters will have 10 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.

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!

HOW GOOD IS GOOD?

Less than 1 Point: Challenged This value is most often found in children, elderly people, or those weakened by illness or infirmity. Everyday tasks at this level are difficult.

1-2 Points: Everyday. This is reality on the mundane side. People here are generally out of shape, unremarkable, and not super bright, but they get along in everyday life just fine. Many ordinary people around the world are likely to have some Characteristics at this value. It’s enough to get by on and to do most things (though not very unusual or stressful tasks) At this level, adventure is something that happens to others; your idea of action is visiting Denny’s at midnight.

3-4 Points: Competent This a reality many of us live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Most healthy adults have some Characteristics that fall into this range. Adventures in this kind of reality rarely if ever encounter supernatural powers or feats; a bank robbery would be a lot of excitement at this reality level.

5-6 Points: Heroic. This is the reality that only a few of us live in—Green Beret combat specialists, SWAT team members, FBI agents and spies. Most people in this kind of campaign are much better than ordinary—equivalent to TV heroes; better looking, more competent (and with stuntmen). A typical adventure at this reality level would be a drug sting, a hostage rescue, or a rugged trip in the jungle.

7-8 Points: Incredible. Save for the feats of Olympic athletes, gorgeous supermodels, top sports stars, world leaders, and Nobel Prize winners, you have now left reality altogether, and are among the very best in the world at what you do. This is also the realm of low budget action films, where the heroes battle international gangsters and invading aliens. Typical Incredible reality adventures are much like Heroic ones, but with huge weapons and world-spanning plots.

9-10 Points: Legendary. This is the realm of Hollywood blockbusters, of super martial artists like Jackie Chan, geniuses like Einstein, or action movie stars with a big effects budget and a lot of stunt men. Most “animé heroes” or “realistic” superheroic campaigns fall into this reality. This is a level that only a few ever reach; it’s simply the best a human can possibly be and you probably won’t ever find “real people” at this level, unless they are Albert Einstein, Carl Lewis, or Helen of Troy.

More than 10 Points: Superheroic. At this point, you have crossed into the realm of the superhuman. Your capability in this area is unbelievable to normal humans. This is the reality level of most four color comics or mythology. Superpowers or superhuman skills are common, and adventurers regularly save entire Galactic Empires and thwart demigods.

GM's: How to Determine Characteristic Points

Assuming a typical 10 Characteristic game, GMs should consider this simple guideline to determine the number of Characteristic Points to give beginning characters:

CAMPAIGN STYLE	POINTS
Everyday [realistic]	20 pts.
Competent [elite, semi-realistic.]	30 pts.
Heroic [TV action show]	50 pts.
Incredible [olympics, action movie]	60 pts.
Legendary [blockbuster action movie]	80 pts.
Superheroic [comic books, myths]	90+ pts.

Another option is for the GM to multiply the number of Primary Characteristics by the average value the GM wants the characters to have; this will give you the starting Characteristic Points for the campaign. Example: In a Fuzion campaign with 10 Primary Characteristics, the GM wants to have Heroic characters; he gives them (10 x 5 = 50) Points.

How Many Points For This Game?

The depends on the type of your game and where you what you would like the average Characteristic to be.

Key Idea—Adding/Removing Characteristics

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

Meet John Smith

John Smith will be our guide to constructing a generic character. We'll start by giving him 50 points, a good start for the hero of an generic adventure. After a bit of thought, we decide that as an generic, John shapes so:

CHAR.	VALUE	WHY
INT	3	He's no rocket scientist
WILL	5	He's gotta face a lot of stress
PRE	3	He may well go to pieces when the going gets tough
TECH	4	He has to fix things
REF	7	He'd better be a good fighter
DEX	7	And he'd better be able to get out of the way
CON	6	He's got to face a lot of punishment without getting knocked out.
STR	4	He doesn't have to be a titan get along in <i>this</i> campaign.
BODY	6	And he's gonna need a LOT of points to survive what's coming!
MOVE	5	He needs to run fast
TOTAL	50	Ready to rock and roll!

- 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-mindedness and structure or other qualities. How much damage you can take is derived from this characteristic.

MOVEMENT GROUP

Movement (MOVE): Your speed of movement; running, leaping, swimming, etc. There is only one Primary Characteristic in this group.

Buying Characteristics

The power to buy Primary Characteristics comes from a pool of points called Characteristic Points (CP), given to you by the GM when you make your character. Primary Characteristics are purchased at a ratio of 1 CP for one level of ability. Example: I want to have a Strength of 5. I pay 5 CP. You must put at least one Characteristic Points in each Characteristic; the maximum level you can buy in any one Characteristic is 7-8 for a normal human; however, if you are creating a Superhuman (or your GM allows it), you can put as many points into a single Characteristic you want. The GM may also set his own limits on the value of any or all Characteristics (see the "GM's" sidebar at left)..

How Many Points Per Characteristic?

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

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

What are Derived Characteristics?

Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics. The following Derived Characteristics are common to most Fuzion campaigns. If your character does not have the exact Primary Characteristic the Derived Characteristic comes from, you can either use the Characteristic's group value or one determined by the GM of your campaign. Deriving allows GMs to create new Characteristics on the fly, leaving their original Characteristics unchanged. This means as you move characters between Fuzion campaigns, you'll find it easy to both create and generate new Derived Characteristics, even if you didn't have them to begin with. Fuzion has five Derived Characteristics:

- 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.
- 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.
- 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], Sprint (aka Non-combat Move) [Move x

Character []							
Age			Profession				
INT	PRE	WILL	TECH	MOVE			
REF	DEX	STR	CON	BODY			
Punch	Kick						
Run	Sprint	Leap	Swim				
STUN	SD	HITS	RCV	RES			
Skill	LVL	Skill	LVL	Options	LVL		

LIFEPATH []							

	FUZION GENERIC CHARACTER
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HISTORY & BACKGROUND

CHAR. PTS	OPTION PTS					COMPLI. PTS	
Equipment or Weapon	WA	RNG	DAM	SHT	ROF	KD	COST
Complication				Freq	Intr	Imp	Value [F+I÷ I ²]

3m], Swim [MOVE x 1m], Leap [MOVE x 1m]: How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

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

Optional Derived Characteristics

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

Although these will vary from campaign to campaign, a few typical Optional Derived Characteristics are:

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

Endurance (END) [CON x 10]: This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a superpower or talent). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action (pg. 154), which restores as much END as your REC (see above).

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

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

Humanity (HUM) [WILL x10]: Your basic morality and humanity. Used often in settings where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Characteristic, the character takes a -1 AV when using any social interaction skill (generally a PRE-based skill.) When this modifier equals or exceeds the character's PRE characteristic, the character becomes technically insane and his actions are taken over by the GM to reflect this.

Increasing or Decreasing Characteristics

Characteristics generally may not be increased or decreased directly. However, certain Talents or Powers that may or may not be available in your campaign setting may allow you to increase a Characteristic, either temporarily or permanently. Certain Complications may also decrease a Characteristic. Or, as last resort, you may attempt to convince your GM to allow you to use Option Points (pg. 124) to increase a Characteristic at a ratio of five OP for every point of Characteristic increase.

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

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

For 5 Option Points or 1 Character Point, you can increase your Derived Stats by choosing one of the following:

- +2 SD
- +1 REC
- +10 END
- +5 STUN
- +5 HITS

Meet John Smith (again)

Derived Characteristic-wise, John Smith shapes up like so:

CHAR.	VALUE	WHY
STUN	30	6x5=30. He can take it.
HITS	30	6x5=30. And not die taking it!
SD	12	6x2=12. He can even shrug off a few clobberings.
REC	12	6+6=12 He can get back into action faster than most
RUN	10	Run: 5x2=10m/yds, Sprint: 5x3=15m/yds, Swim & Leap: 5÷1= 5m/yds.
RES	15	5x3=15. He's going to have to work to resist torture or privation, but he's better than most people.

Optional Possibilities

In any campaign, characters will need to get the basic Skills and Equipment with which to fight, protect themselves, and generally adventure. These Options are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each GM's decisions

Inherent Options

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

Bought Options

Bought Options are things that can be constructed and paid for in money. Bought items most often include vehicles and equipment. Unlike Inherent options, bought options can be used by others. They can also be destroyed or taken away from a character and must be replaced by using money or new OP gained through Experience (pg 156).

Option Points

The "cash" with which you buy your Options are called Option

Points (or OP). A pool of Option Points is always given to Players by the GM at the start of character creation. The following point values are merely guidelines based on the style of the campaign. Individual campaigns may have very different numbers.

Campaign Style	Option Points
Everyday [realistic].....	25
Competent [elite, semi-realistic.].....	35
Heroic [TV action show].....	45
Incredible [olympics, action movie].....	55
Legendary [blockbuster action movie].....	65
Superheroic [comic books, myths].....	75+

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

Buying Complex Things with Option Points

While Option Points can be translated into money with which to buy equipment, complex things (like vehicles) can also be rated in points independent of their monetary value. After all, a tractor might cost \$50,000.⁰⁰, but how useful would it be to your character? It's not worth 500 OP, that's for sure!

For this reason, most vehicles, mecha (a kind of complex vehicle, usually a robot) and large weapons in FUZION will have a Option Point value listed separately from their monetary cost. So if a GM wants his players to buy their own Big Hardware (like ginat robots, spaceships,etc), he should make sure to give them an extra 50-150 OP to play with!

More Points: 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; you may also want to link these to various events to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its Frequency, Intensity and Importance:

Frequency

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

Frequency	Value	Guideline
Infrequently	5	Once every few gaming sessions
Frequently	10	Once every gaming session
Constantly	15	More than once every gaming session

Intensity

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

Intensity/Value	Guideline
Mild [5]	May roleplay to overcome it, or make Everyday WILL+Concentration Roll to overcome it
Strong [10]	Must roleplay it and make Competent WILL+Concentration Roll to overcome it
Severe [15]	Must roleplay it and make Incredible WILL+Concentration Roll to overcome it
Extreme [20]	Must roleplay it and make Legendary WILL+Concentration Roll to overcome it

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

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. Round all decimal values *down*.

Importance & Value Guideline

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

To Determine a Complication's Value

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and divide 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!

Limits on Complications

Some campaigns have a limit on how many Complications a character can take for Option Points. A character may always take more Complications than this limit; he/she just won't get any more points for them. The most common limit on Complications caps the extra points to an amount equal to the starting OP level.

Example: Alex is playing in a campaign when the GM has given him 50 Option Points for Skills, Talents, Perks, and Equipment. The campaign has a cap on the maximum number of Complications equal

On the Lifepath

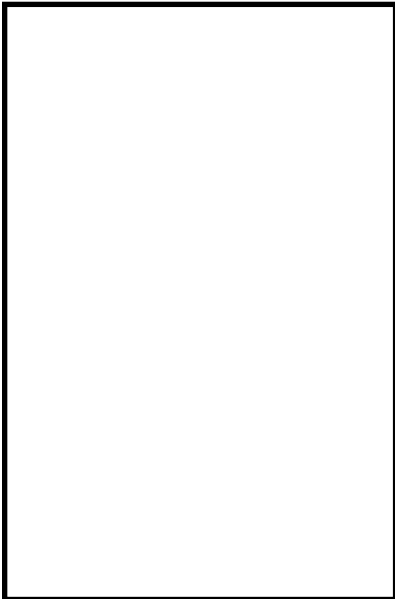
Some Fuzion games also contain a special section called a "Lifepath"; a flowchart of complications and events that can be used to add flavor and background to a character's life.

Why Option Points?

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

How many Option Points for This Game?

That depends on the game, of course. The gamemaster needs to decide this for each different campaign.



Meet John Smith (again)

John Smith's GM gives him 75 points (Superheroic level) to buy Options, plus another 60 to buy a vehicle for a total of 135.

Since John is going to be the *hero* in this game, his player decides to beef him up by adding a few Complications:

COMPLICATION

Constantly [15] Obsessed [10] with his past, he faces a severe and **Major [-2]** debilitation
WORTH?12

Hunted [10] by the vat-grown ninja [20] for betraying them, he faces **Death [-1]** everywhere he goes
WORTH?30

TOTAL EXTRA OP42

Added to John's original 75 points, this gives him a whopping 117 points. (and deadly enemies around every corner!) He's going to *need* those skills to survive!

On the Other Hand...

A more *realistic* game might start with only 35 points, plus no points for buying a vehicle. But since John is supposed to be a hero, we've given him over *twice* as many points as normal. (That way we can also buy a lot of stuff and demonstrate all the steps of buying options to you!)

to the starting OP level. Alex could take Complications worth up to 50 extra OPs, for a maximum total of 100 OPs. He could take more Complications than that, but he wouldn't get any points from them.

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

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

PERSONALITY TRAITS

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

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

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

- 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 quadriplegic; unable to move below the neck (20).
- Reduced sight.** Your eyesight is impaired in some way. You are: Color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).
- Uncontrolled 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 (such as you drown faster than other people.) The substance or situation is: Uncommon (5). Common (10). Very Common (15).
- Susceptibility:** You are harmed or take damage from a certain situation or substance that is harmless to other people (like water. dus, or that glowing green alien rock over there) The substance or situation is: Uncommon (5). Common (10). Very Common (15)

SOCIAL COMPLICATIONS

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

- Public Figure.** You are a figure in the media limelight; you can't make a move without getting attention: You are news-worthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).
- Bad Rep.** People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).
- Secret Identity.** You are trying to hide your activities under a secret identity or other smoke screen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).
- Poverty.** Money is hard to come by for you, harder than for most. You are, financially-wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).
- Personal Habits.** People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).
- Oppressed.** You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).
- Distinctive** 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)
- NOTE: Instead of using the normal Importance table, use the following scale:
- Intensity.** What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause.

Codes of Honor, Family Matters—these are all Responsibilities:

- Code of Honor.** These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).
- Sense of Duty.** You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).
- Vow.** This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).
- Dependents.** These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS

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

- Addiction** (aka Dependence). You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).
- Honesty.** You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).
- Impulsiveness.** You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).
- Intolerance.** You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).
- Jealousy** You are jealous in the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10). Physically violent (15).
- Kleptomania** You steal things continuously. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).
- Lecherous.** You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

Meet John Smith (again)

John starts out with 75 points for Options (the other 60 of his 120 have to go to buying his vehicle) With an extra 42 points for Complications, he now has **117 points** to spend:

For starters, John is going to buy some SKILLS with his stash of Option Points (we're going to do this here on this page so we have lots of room to list them!). Since skills are purchased on a 1 level of skill to one OP of cost basis, he decides to do the following:

DRIVING	4
What's the use of having a hot vehicle if you can't make it go?	
GUNNERY	3
Got to be able to fire those vehicle-mounted weapons...	
MARKSMANSHIP	4
...and fire guns when you're out of your car.	
MECHANICS	3
If it breaks, he wants to fix it.	
ACROBATICS	2
You can't hang with the ninja if you can't do flips.	
RANGED EVADE	2
Just enough to avoid some attacks.	
NAVIGATION	3
He wants to get from here to there.	
LEADERSHIP	2
He's a leader of men.	
EXPERT (HOT CARS)	1
He knows a little about other hot cars.	
DEMOLITIONS	3
He likes to blow things up.	
WEAPONSMITH (FIREARMS)	1
He knows enough to fix things in a pinch.	
SHADOWING	2
He's trained at following people.	
TOTAL	30 OP
POINTS REMAINING	87

Then there are the Everyman Skills you automatically get +2 levels in just for living in the modern world. John decides to beef these up just in case:

CONCENTRATION	+2
EDUCATION	+1
LOCAL KNOWLEDGE (SUNSA)	+2
PERCEPTION	+5
TEACHER	+0
ATHLETICS	+2
HAND TO HAND	+1
TOTAL	12 OP
POINTS REMAINING	75

Option 1: 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. In Fuzion, there are nine basic Skill Categories:

Fighting Skills:	The ability to fight in hand-to-hand combat, or with a melee weapon.
Ranged Weapon Skills:	Skills in using a ranged weapon, such as a gun or a bow.
Awareness Skills	Your awareness of your environment, noticing clues, etc. This skill area is also used when using a power, or other superhuman ability.
Control Skills:	The use of skills involving controlling vehicles or riding animals.
Body Skills:	The use of skills involving physical tasks, feats of strength, endurance, and other physical attributes.
Social Skills	Your abilities to blend in, avoid social blunders, and to show style and grace. Also your ability to convince others through social adeptness.
Technique Skills:	Trained vocational skills and craftsmanship abilities.
Performance Skills	Training in acting, musicianship, special effects, makeup or other stagecrafts.
Education Skills	Knowledge and training based on formal education or schooling.

Buying General Skills

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. Skills are like Characteristics; they have a range of effectiveness that is related to how much they cost. Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Marksmanship would cost 4 OP.

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

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings. What's compiled on the next page are typical skills applicable to many science fiction settings or modern action genres (as well as their most commonly related Characteristics). Skills marked in **BOLD** represent **Skill Groups**—general skills that compile several Specialist Skills. (Each Fuzion campaign will usually have its own additional Specialist skills to enhance these Skill Groups)

Everyman Skills

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

HOW GOOD IS MY SKILL?

Less than 1 (Challenged): You don't know how to do this task at all.

1-2 (Everyday): You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.

3-4 (Competent): You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.

5-6 (Heroic): You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.

7-8 (Incredible): A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!

9-10 (Legendary): A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.

More Than 10+ (Superheroic): Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

NOTE: JOHN SMITH'S SKILLS ARE LISTED ON THE PREVIOUS PAGE.

FIGHTING SKILLS

EVASION	Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand, Melee Weapons, and Marksmanship Skills. (DEX)
HAND TO HAND	Basic skill at fighting with your hands and other body parts. (REF)
MELEE WEAPONS	Using different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (REF)

RANGED WEAPON SKILLS

GUNNERY	Firing vehicle-mounted weapons, ship-mounted weapons, and artillery. (REF)
HEAVY WEAPONS	Use of military weapons such as RPGs, mortars, rockets, missiles, etc. (REF)
MARKSMANSHIP	Skills of using personal projectile weapons; guns, SMGs, rifles, etc.

AWARENESS SKILLS

CONCEALMENT	You can hide things and find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)
CONCENTRATION	The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (WILL)
DEDUCTION	This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)
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)
PERCEPTION	The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.
SHADOWING	The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)
SURVEILLANCE	The ability to set up a static surveillance of a subject without having it detected. (INT)
TRACKING	The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

CONTROL SKILLS

ANIMAL HANDLER	The skills of animal handling, training, and care as applicable. (INT)
MECHA PILOT	Skills required to pilot a giant robot suit, including maneuvers and evading attacks.
DRIVING	Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)
PILOT	Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. (DEX)
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)

BODY SKILLS

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)
ATHLETICS	Basic Athletics skills; flipping, leaping, escaping, throwing, swimming. (DEX)
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)
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)
STEALTH	The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)

SOCIAL SKILLS

BRIBERY	A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)
CONSPIRACY	Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans. (INT)
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)
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)
LEADERSHIP	The skill of leading and convincing people to follow you. (PRE)
PERSUASION	The ability to convince, persuade, or influence individuals. (PRE)
SEDUCTION	The ability to gain others' trust by offering companionship or favors. (PRE)
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)
TRADING	The ability to strike a good bargain with a merchant or customer. (PRE)
WARDROBE & 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)

TECHNIQUE SKILLS

BUGGING	The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (TECH)
DEMOLITIONS	The ability to properly use, handle, set, and defuse explosives (TECH)
ELECTRONICS	The ability to identify, understand, repair, and rewire electronic devices. (TECH)
FORGERY	The ability to create false documents, identification, currency, and so forth. (TECH)
GAMBLING	The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. (TECH)
JACK OF ALL TRADES	Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts. (TECH)
LOCKPICKING	This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)
MECHANICS	Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)
PARAMEDIC	This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)
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)
WEAPONSMITH	The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (TECH)

PERFORMANCE SKILLS

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)
DISGUISE	The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)
MIMICRY	The ability to perfectly imitate someone else's voice. (PRE)
ORATORY	The ability to speak to an audience and to deliver a convincing presentation. (PRE)
PERFORMANCE	The skills of acting, some stagecraft, singing and musicianship. (PRE)
SINGING	The skill of using your voice for performance and entertainment. (PRE)
SLEIGHT OF HAND	The ability to palm items, fool the eye, perform magic tricks, etc. (REF)
VENTRILQUIST	The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)

EDUCATION SKILLS

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)
BUSINESS	Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)
COMPUTERS	The ability to program and operate computers. (TECH)
CRIMINOLOGY	You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)
CRYPTOGRAPHY	The ability to solve simple ciphers and encrypt or decode messages. (INT)
EDUCATION	General knowledge, such as math, history, science, trivia, or current events. (INT)
ESPIONAGE	Gathering and assessing intelligence and orchestrating spy operations. (INT)
EXPERT	Any one field of knowledge: stamps, gardening, Quentian lore, anime trivia, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)
LANGUAGES	Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language in the family; all others in that group are at 1/2 of primary. (INT)
LOCAL EXPERT	Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)
NAVIGATION	Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)
PROFESSIONAL	The ability to perform a certain profession (such as artist, actor, doctor, hockey player, scientist, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)
RESEARCH	Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (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 purchased. (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)
SYSTEMS OPS	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)
TACTICS	The ability to manage a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle. (INT)
TEACHING	The ability to impart information or skills to other. (PRE)

Option 2: 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 X) can be taken in the Talent, each additional level will cost another 3 OP:

Talent Name	Description
Acute Senses [X]:	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 [X]:	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 Wardrobe/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 [X]:	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: Intuition:	You are immune to the effects of one specific poison or disease group (must specify). 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: Longevity:	You wake instantly from even the lightest touch or smallest sound (no Perception check required). 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: Perfect Pitch:	You can see in all but absolute darkness. 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 <i>must</i> 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 Sense:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

Meet John Smith (again)

John decides to buy a few Talents with his points. He goes with:

ACUTE SENSES	3
It's a survival edge.	
AMBIGUITY	3
Always good to fire weapons with both hands, especially if one's been blown off	
EIDETIC MEMORY	3
Never forget anything.	
LIGHT SLEEPER	3
Was that a bad guy out there in the dark?	
COMBAT SENSE	9
Let's stack at least three levels (3x3=9) to make sure he gets in the first shot!	
RAPID HEALING	3
Just in case all the other Talents don't work out.	
TOTAL	24 OP
POINTS REMAINING	51

Option 3: Perks

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!

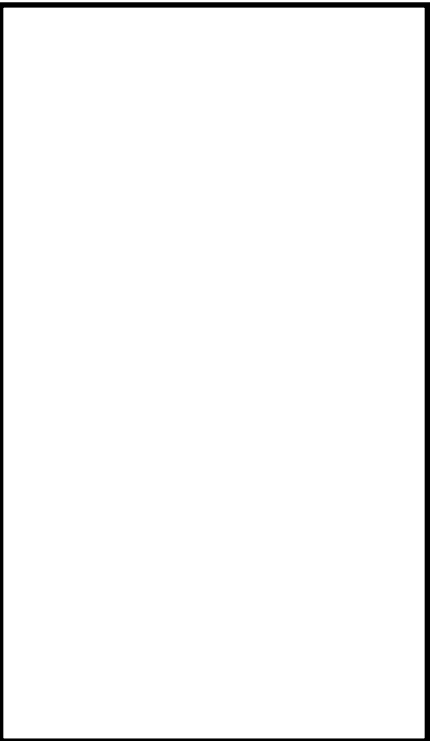
Perks are extremely campaign dependent and should be created for each campaign individually. Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: a "Mafia Godfather" Contact might require a favor of you someday too!

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

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

Special Note— Money in Fuzion: Generally, players with wealthy characters are discouraged from keeping track of their money directly—it's a lot of tedious bookkeeping. However, there may be times when you'll absolutely need to know if you can buy that Caribbean island. In this case, you might use the following rule: At Wealth 1, the player has a disposable income of \$1,000 per week; this value doubles for each additional level of Wealth—this means at Wealth 10, you could spend over 26 million dollars a year! Referees should be really careful letting this rules cat out of the bag!



Membership & Licenses in a sample modern game:

Gamemasters need to construct a list for their campaign. Here's a sample from a modern campaign:

Police Officer	2
Police Lieutenant	4
Police Captain	6
State Police Officer	3
State Police Lieutenant	5
State Police Captain	7
Federal Agent	4
Senior Federal Agent	6
License to Practice Medicine	3
Gun Permit	2
Concealed Weapons Permit	4
Gun Dealer	2
Class III Weapons Dealer	4
Passport	0
International Driver's License	1
Professional License	2
EMT Certification	1
Teaching Credential	1
Bonded	1 OP per \$1,000,000

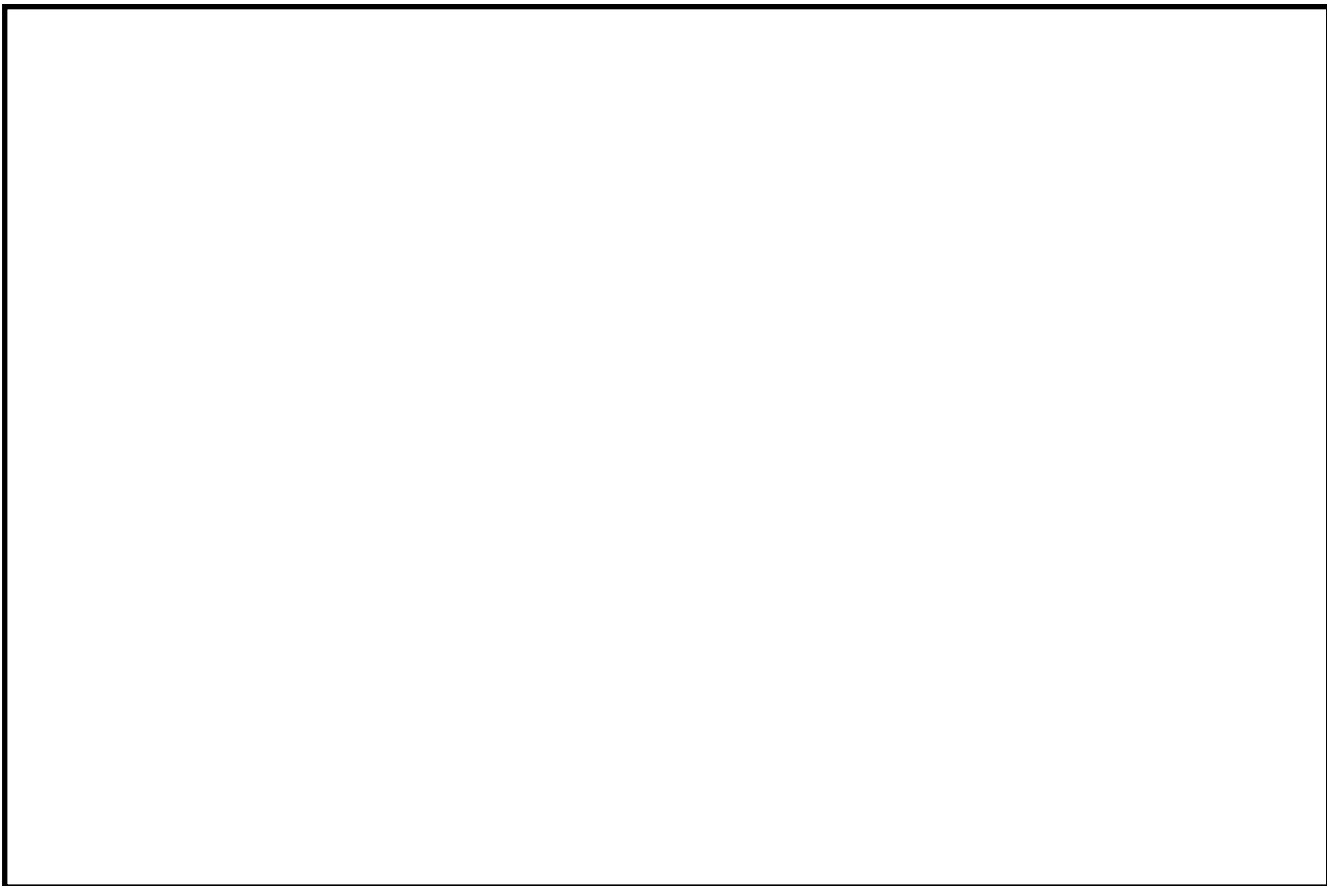
Meet John Smith (again)

John also decides to buy a few Perks with his points. He goes with:

CONTACT (S)

He figures he'll need someone to help him stay one step ahead of his enemies. In fact, he does with two contacts: Government Spy (at Level 4), and Army General (at Level 6). The GM rules that both types of contacts would have a high impact on the world (especially the Spy!), and multiplies their values by 3 accordingly. (4+6)x3=30. Ouch!

TOTAL	30 OP
POINTS REMAINING	21



What about Specific Stuff?

In Fuzion, GMs have the option of making gear cost Option Points. If the Gm doesn't charge OPs for gear, it should be purchased with the character's money. There is a system (Option 4, to the right) for constructing generic gear and figuring its cost.

Option 4: Gear

Gear is stuff your character might need in an adventure. Often, this gear may be very specific to the adventure, but the following items are usually found almost anywhere:

TYPE	OP	TYPE	OP
Temporary Shelter	1	Rope & Grapple.....	1
Food for one for a week	1-2	Portable Light Source	0.1
Long range communications device	1	Medical Aid kit.....	0.3
Personal transportation	30-60	Long range vision device	1
Medium to Heavy Body Armor	16-25	Personal Recording device	1
Portable Tools.....	1-2	Fire starting source	0.1
Portable Time-keeping device	0.5	Water for two days.....	0.1

The above list is a *totally* generic one; the actual form of the Gear would be determined by the technological level of the adventuring group:

- Tech level 1: Pre-industrial
- Tech level 2: Early 20th Century
- Tech level 3: Victorian
- Tech level 4: Early 20th Century
- Tech level 5: Late 20th Century
- Tech level 6-7: Near Future
- Tech level 8-9: Interstellar Far Future
- Tech level 10: Hyper Science (transgalactic empires)

For example, a "Portable Light Source" in a Pre-industrial tech level might be an oil soaked torch, an oil lantern in a Victorian tech level, a battery-power flashlight in any 20th century tech level, and a "fusion glow rod" in a near future or Far Future tech level. As a rule of thumb, to upgrade gear from a lower tech level to a higher one, subtract the lower tech level number from the higher one and multiply the cost by the resulting value (example: upgrading an oil torch (TL 1) to a flashlight (TL4) would multiply the cost of a Portable Light Source by 3.

Note: The values given here are in Option Points; to derive money costs, multiply the OP cost by 100 monetary units. Also note some costs are in 10th points.

Gear & Services

This is a generic list of equipment. These lists (and anything in these grey boxes) should be customized for the GM's campaign.. Here are typical costs for common services or items in OP (multiply by \$100 for cash)

Binoculars	1
For long distance observation. 30x power.	
"Bug"	6
Miniature listening device. Will transmit any sound within 10m/yds to a receiver up to a km away.	
Bug Detector	9
Will detect any active or passive listening device within 10m/yds Will determine location of bug, but not location of receiver.	
Camera	1
Records still images on film. 24 exposures.	
Camouflage Coverall	2
Khaki overclothing, patterned to match Urban, Snow, Jungle, Forest, or Desert environments (specify). Adds +2 to any Stealth attempt.	
Camp stove	1
Runs on pressurized gas for 3 hours. Takes about 5 minutes to boil water.	
Canteen	0.1
Holds 2 quarts.	
Chronometer	0.5
Digital time keeper with alarm, day, date. Two years on a battery.	
Diving Gear	5
Includes swim fins, wet suit, weight belt, aqualung and mask. Tanks good for 3 hours. Can be used down to 60m/yds.	
Dried Food (week)	1
For one man. Prepackaged, just add water. 5 lbs.	
Drink in a Bar	0.1 (roughly 10.00)
Alcohol is easy to make, and the first thing every grunt learns to brew in a war zone. This is beer or rotgut booze; a good drink adds 100% to the cost.	
Electrician's Tool Kit	0.5
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.	
First Aid Kit	0.3
Bandages,scalpels, disinfectants. Required for First Aid.	
Flashlight	0.1
Battery powered, good for 8 hours. Lights up to 20m/yds.	
Geiger Counter	9
Detects intensity/direction of radiation up to 10m/yds.	
IR Goggles & Flash	5
Allows user to see in dim light, using flash (Illuminates up to 15m/yds).	
Jammer	6
Will jam any active or passive listening device within 10m/yds.	
Lantern	0.5
Lights up to 40m/yds. Batteries last 8 hrs., gasoline for 6.	
Lighter	0.1
Fast fires (2 minutes by this method). Good for 100 lights.	
Meal	0.2 (roughly 20.00)
Food is rare here. This is a no frills meal with a lot of synthetics and not much real meat. A better meal adds 50%, a gourmet meal adds 100% to the cost. The Army will feed you three squares a day for free. Think about it.	
Mechanic's Tool Kit	1
Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.	
Rope	1
100m/yds. Can hold up to 500 lbs.	
Personal Computer	10
8" x 12" x 2" laptop with LCD screen. 3 hour battery charge; recharge in 3 hrs.	
Phone Call	0.01 (roughly 1.00)
Using a planetary com system. There is no civilian access to FTL commo,	
Radio	1
Portable CB walky-talky. Range about 20 miles, 24 bands.	
Recorder	1
About the size of a cigarette pack. 2 hours of audio on storage cassettes.	

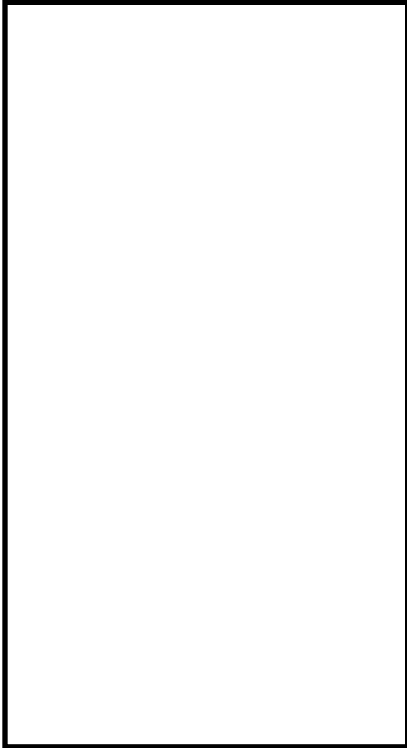
Shelter	10 (roughly 100.00)
A typical night's lodging in a reasonably safe inn or spaceport cubicle. A better lodging would add 100%, a luxury accommodation would add 200%. A barracks in the military costs nothing.	
Tent	1
Holds four. Can be set up in five minutes.	
Toolknife	0.5
Classic "Swiss army" knife (DC .5). Saw, screwdrivers, tweezers, awls, etc.	
Utility Belt	0.2
Belt or harness with pouches. Can be used to carry up to 6 objects or devices up to the size of a large paperback book. or a total weight 10kg. or less.	
Vehicle	Varies, usually around 10-30 (roughly 1-4000.00)
Small military vehicles (motorcycles, jeeps) in working condition are cheap and easy to come by. Civilian vehicles are rare and very expensive (up price by 200%)	
Visual Recorder	3
Records color images and sound on videocassettes. Can replay tape images through viewfinder monitor. Each cassette lasts 4 hours.	

Weapons & Armor

This is a sample list, once again.

Knife	0.5
A small fighting knife. RNG: 4M/YDS • WA+0 • MIN. STR 1 • DAMAGE 1	
Broadsword	4
A standard fighting sword. RNG: 4M/YDS • WA+0 • MIN. STR 5 • DAMAGE 4	
Colt 1911A1 Pistol	3
This .45 calibre pistol was the standard sidearm of the U.S. Army for many years. RNG: 50M/YDS • WA+1 • ROF 2 • DAMAGE 3 • SHOTS: 7	
Glock 20	4
This 10mm automatic pistol packs quite a punch. RNG: 50M/YDS • WA+1 • ROF 2 • DAMAGE 4 • SHOTS: 15	
M-16A1	8
The standard assault rifle of the U.S. armed forces. Fully automatic with 3 round burst. RNG:310M/YDS • WA+1 • ROF 10 • DAMAGE 6 • SHOTS: 30	
AK-47	8
One of the most common assault rifles in the world. Fully automatic. RNG: 300M/YDS • WA+2 • ROF 10 • DAMAGE 6 • SHOTS: 30	
H&K MP5K	6
This 9mm submachinegun comes with a silencer, for covert operations. RNG:40M/YDS • WA+1 • ROF 5 • DAMAGE 3 • SHOTS: 30	
Heavy Crossbow	4
You can't beat a crossbow for silence and reliability! RNG:200M/YDS • WA+0 • ROF 1 • DAMAGE 4 • SHOTS: 1	
Quarterstaff	3
This two-handed weapon does Stun damage, not killing damage. RNG:4M/YDS • WA+2 • MIN STR 3 • DAMAGE 3S • 2H	
Battle Axe	5
A big mucking axe, for cleaving your foes in twain. RNG:4M/YDS • WA-1 • MIN STR 5 • DAMAGE 6 • 2H	
Light Kevlar Suit [KD 6, EV -0]	2
A suit of light armor, generally a jumpsuit of some sort. If you are using Hit Locations, it covers locations 7-18 (Arms through Feet.)	
Kevlar Vest [KD 14, EKD 2, EV -0]	8
<u>An armored jacket (locations 7-14) that is still flexible and light</u>	
Medium Kevlar Vest [KD 16, EKD 5, EV -1]	10
A heavier jacket. This will slow you down a little.	

GETTING INTO ACTION



Real Speed in Real Numbers

If you really want to get kilometer or miles per hour speeds, here's how to do it:

- 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.

Lastly, there's the question of really fast speeds, supersonic and above. If you're talking living things, the only way to achieve this is through the use of some kind of supernatural power; in this case, the top speed is determined at the time the power is created. Non-living things also buy supersonic speeds as a factor of their construction. In both cases, to determine the outcome of a contest is much like other figurative Movement; add the speed value (Mach, Warp, whatever) to a die roll, and the highest total wins.

The Time Table

- 1 Phase=3 seconds (typical combat time)
- 1 Round= 4 phases (12 seconds)
- 5 Rounds=1 minute
- 5 minutes
- 20 minutes
- 1 hour
- 6 hours
- 1 day

Now that you've created a character, it's time to use him in an adventure. First of all, lets talk about the "game board" where that adventure will take place. In roleplaying, the "board" is your imagination; the environment is described to you by the GM, and it's up to you to imagine in your mind's eye where everything is, based on those descriptions (although maps and figure "counters" are sometimes used as visual aids in more complex situations).

Getting the Scene Down

There are a few basic rules to this mental landscape. First, if your character can see something with the naked eye or the scope of a weapon, you can interact with it. If there's anything in the way, it's considered to be BLOCKED and you can't interact with it. If it's positioned forward of your shoulders, you can face it and also possibly interact with it. Last, if it's within arm's reach (roughly 2 yards), you can also touch it; otherwise, you'll need to use a longer tool, weapon or some other method to extend your reach.

That brings us to the subject of measurement. In Fuzion, we measure everything in either **meters** or **yards** (and treat them interchangeably; the difference is only about 2 inches). One reason we do this is that it means we don't have to change measurements around between metric and English systems. It also corresponds pretty well with the statistically generic 6 foot character (ok, a meter isn't *exactly* 3 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 meter/yard "yardstick" to measure distances. Army men, action figures, even fashion dolls—anything can work with this simple scale system.

Distance

As a rule, there are two scales of movement used in Fuzion. The first scale is **Figurative Movement**; a raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions; in a race, each participant adds a die roll to his or her MOVE score and the highest total wins.

Then there's **Literal Movement**; a measurement of actual distance, best used on combat maps or when using figures. How far you can move has already been determined by the Derived Characteristic of Run (MOVE x2m/yds) and Sprint (MOVEx 3m/yds). This will tell you exactly how far you can run in **3 seconds** (the typical measurement of time in combat, as described below).

Terrain

Terrain is what you are walking on; dirt, sidewalk, brush, ice. In Fuzion, your movement can be slowed by the type of terrain you cross over. Terrain is rated as Easy, Rough and Very Rough and reduces your overall MOVE characteristic in the following manner:

Easy	Rough	Very Rough
No Reduction	Halves MOVE	Quarters MOVE

Note that the roughness of the terrain doesn't mean that it's full of rocks; just that it's hard to cross. Rough terrain could include choppy waves, turbulent air, or light brush. Very rough might be mud, snow, ice or thick brush. Easy would be grass, sidewalks and open skies.

The terrain type is decided on by the GM, and is based on the majority of terrain you will be crossing over that phase. For example, if you ran over 4 m/yds of Easy terrain and 6 m/yds of Rough, the GM would probably rule that you were moving through Rough Terrain that phase.

Time

Finally, we have one more kind of measurement in our imaginary landscape—**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 second way, **Combat Time**, is far more exacting. In Combat, time is divided into **3 second combat Phases**. Anything that takes longer than a phase is considered to be a long action, and will take at least **12 seconds** (or one **Round**) to complete. In extreme cases, you may even want to use minutes or hours to describe especially long actions.

Taking Your Turn

Much as in any other game, the next step to adventuring is taking **Turns**. In Fuzion, the character with the highest REF Characteristic generally 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.

Another option is to have each character roll 3D6 and add their REFLEX Characteristic at the start of the phase. 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.

Taking an Action

When it's your Turn, you can do one thing, called Taking an Action. 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 sidebars to recap what each action means.

Attack: Use a weapon, power or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this (see Combat Modifiers, pg. 144). 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 or Melee skill 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 Evasion skill roll 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 that phase.

Sprint: 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

Basic Action Summary

Actions	Notes
Attack	(Shoot or Strike) Make Attack (optionally, add modifiers); autofire attacks count as one Action. Kicks do +1D6 at -1 to hit.
Block	Stops any one attack with a successful Defensive Roll vs. the Attacker's Attack roll. You attack first next phase.
Dodge	Makes you harder to hit against all attacks this phase—adds +3 DV, but you cannot attack.
Get Up	Get up from being prone.
Grab	-2 to perform; grab target or gadget; -3 Defense for both .
Run	Move up to your full Combat Move (a Run).
Sprint	Move up to your full Non Combat Move at 1/2 DEX, 0 REF.
Other	Any single action not otherwise specified, such as using a Skill, making a Strength/Lifting/Throwing Feat , loading, mounting a vehicle, changing weapons, etc.
Throw	Throw one object (-4 if not made for throwing).

Advanced Action Summary

Actions	Notes
Abort	Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your upcoming action this phase.
Aim	Each phase taken Aiming adds +1 to Attack, up to +3; no other Action possible
Choke Hold	A Grab at -4 REF. 2D6 Killing Attack. And you can't talk while being choked.
Disarm	Knock opponent's weapon from hand.
Dive for Cover	Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs 8, +1 difficulty per each extra meter/yard dived.
Draw & Attack	Draw weapon and attack in one Action. -3 Penalty to attack.
Entangle	Immobilize opponent until he can make a Escape.
Escape	Escape from Grabs or Entangles, using STR+ Athletics (or combat) skill vs. opponent's STR+Athletics (or combat) skill.
Haymaker	+3 dice damage, with -3 to REF.
Move	Move up to half your Run distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)
Move By	Full Move and HTH attack during movement with a -2 penalty to REF & DEX. Damage = half of STR + 1 die for every 10m/yds moved. You will also take one third of that damage yourself.
Move Thru	Full Move and HTH attack at end of move with a -1 penalty for every 10m.yds moved and a DEX penalty of -3 total. Damage = STR + 1 die for every 5m/yds moved; you will also take one half of that damage yourself.
Recover	-5 to Defense Value, get Recovery back in Stun
Sweep/Trip	Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.
Wait	Wait for a chance to take your action or hold an action til later.

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 a 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.

Free Actions

These are things you can do automatically, without spending any of your Actions. An example would be standing up. To be sure, ask the GM of your campaign what Actions are free in his game. For example, you can always move up to your MOVE Characteristic (in m/yds) at no action cost.

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.

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 each phase 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** (p.145) 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 Evasion 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+ Hand to Hand skill 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:** This Action allows you to move up to your MOVE Stat (or other Movement power) in m/yds of distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)
- Move By:** This action lets you use up to your full Combat 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 half your 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 Combat 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 1 die 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 shoot 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.

Once you've chosen the action you want to do, it's time to find out what happens next. Most of the time, you'll just be able to do what you intended to do. But sometimes, the outcome of an Action will be in doubt (for example, if you are attacking a monster, you'll want to know if your blow hits). This will call for Resolving an Action.

Resolving Actions

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.

That Moving Thing:

Let's say my MOVE was 5. This would mean:

Move: I can run up to 5m/yds and still do anything except Run, Sprint, Move By, Move Through or Recover.

Move By: I can run up to my full Combat Move (equal to my MOVE x 2). So I could run 10m/yds and make a hand to hand or Melee attack with a penalty.

Move Through: I can run up to my full Combat Move (equal to my MOVE x 2). So I could run 10m/yds and ram into someone (or do the famous "Captain Kirk Running Kick").

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.

A Die Roll or Straight 10?

Fuzion's unusual "parentage" offers you two ways to resolve the defensive roll's side of the outcome. The first is the HERO Option (from the Hero System 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, only the Attacker should always roll three six sided dice.

The other 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, both the attacker and defender should always roll a single ten sided die.

Either option works equally well and both are scaled to fit the Difficulty Value Table (pg. 138)

What's a Competently Cosmic Feat Anyway?

While a typical Fuzion character may never encounter something requiring a Cosmic level of ability, we have listed the full Fuzion table so that you will have cross-compatibility with other Fuzion based games. That way, if you decide to let godlike supermen into your game, you can easily do so.

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 Stat + Skill + die roll, 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.

Titans in Thongs

It's pretty obvious that "entertainment" physics isn't like regular physics. (How else do you explain the abilities of most superheroes?) In most comics, a well built (but not exceptionally so) hero—or a shapely fashion model in a thong and no visible muscles at all—can typically 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 (or a mecha suit's) hand's *aren't*?

Encumbrance: Or What's in that Backpack anyway—lead?

While the lifting system herein is great for tests of strength, it really doesn't cover lugging a heavy pack over the blasted desert. That's where encumbrance comes in.

To avoid keeping track of a *lot* of bookkeeping, as a rule of thumb, we treat a typical loaded pack (water, food for a week, assorted tools, a couple small weapons and a tent) as equal to lifting a small child (around 60lbs/27kg). A really heavy pack (over 100lbs/45kg) is equal to an adult female; above that (an adult male at 180-200lbs/91kg) you'd better be Arnold Swartzenegger at least!

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rain-storm, walking might be very difficult indeed. That's where Action Resolution comes into play.

There are two ways to resolve an action. The first is to resolve an action against another living thing or person (like trying to convince them to do something for you). To do this, you will add your CHARACTERISTIC+SKILL plus a die roll (aka your **Action Value**) against your opponent's CHARACTERISTIC+SKILL+their own die roll (also known as their **Difficulty Value**).

$$\overset{\text{ATTACKER'S AV}}{\text{CHAR+SKILL+DIE ROLL}} \text{ vs } \overset{\text{DEFENDER'S DV}}{\text{CHAR + SKILL+ DIE ROLL (or 10)}}$$

The second way is against a situation (like picking a lock or driving a car). How tough these are to resolve is based on how hard it will be to perform the desired action. First, the GM looks at the table below and decides what term best would describe the level of ability required to perform the task. Then you add your CHARACTERISTIC+SKILL plus a die roll and try to beat the Difficulty Value assigned to the Action you want to perform.

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

All tasks in Fuzion are resolved the same way: take your most relevant CHARACTERISTIC, add to it your most relevant SKILL, and add a die roll to your total. Next, compare the resulting value to a Difficulty Value (either the total of your opponents' Characteristic+Skill+Roll or a value determined by the GM). If you equal or exceed the DV, you succeed!

Lifting, Throwing and 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, as many settings deal with superheroes as well as more realistic types, and we have a special mechanism just for that situation.

We deal with the problem of superheroic abilities in Fuzion by making feats of Strength and Lifting another type of Action and ignoring the real physics. However, the resolution of this action is a little different than most; in a Strength Feat action, you'll roll only 1D6 and add your STR Characteristic against a difficulty listed below.

Difficulty	To Lift a:	To Bend or Break	To Throw a Baseball:
2	Heavy bag of groceries	Balsa wood	5m/yds
5	Child, 2 heavy bags of groceries	Plastic	10m/yds
7	Adult female	Wood boards	40m/yds
9	Adult male	Aluminum	80m/yds
11	Lion, 2 men	Iron	City block (110m/yds)
13	Motorcycle, Bear		1/2 mile
15	Small Car	Steel	1 mile
17	Large car, Elephant		2-5 miles
19	Small Semi-truck	Hardened steel	6-10 miles
21	Light Tank		11-20 miles
23	Small Jet	Titanium	21-40 miles
25	Battle Tank, Whale		41-80 miles
27	Large jet, Train	Unobtainium	81-160 miles
29	Small Ship, Building		161-300 miles
31	Battleship, Lg. Building	Super Unobtainium	Into orbit
33	Aircraft Carrier		Out of orbit
35	Mountain	Anything	Out of Solar System

Example 1: Regular Man has a STR of 4. He can easily pick up his son (a roll of 1 out of 6), his wife (3 out of 6) but can barely lift his buddy (5 out of 6). On the other hand, Titanic Man has a STR of 28. He doesn't even think about lifting anything smaller than a small ship (1 out of 6), regularly lifts battleships (3 out of 6), breaks a sweat lifting an aircraft carrier (5 out of 6) but still can't get a mountain up!

Example 2: Regular Man has a STR of 4. He can easily bend plastic (a roll of 1 out of 6), but he's going to be working to break a board (3 out of 6) and could barely bend aluminum (5 out of 6). On the other hand, Titanic Man has a STR of 28. He easily bends anything below Unobtainium (our patented name for any superheroic supermetal), but still can't bend anything he wants.

Throwing

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. Which is why we invented the Baseball Test.

In Fuzion, we use the Baseball Test to create a benchmark for what can be easily thrown. A baseball represents any aerodynamic object that weighs less than 3 lbs (roughly 1 kg) that can be hurled with one hand. This includes grenades, footballs, basketballs, frisbees, bottles and other small, inconsequential items that can be easily thrown. When throwing something that passes the Baseball Test, simply add your STR to a D6 die roll, just as with a Strength or lifting feat, and try to beat the Difficulty for the Distance you're throwing. If you beat the desired Difficulty, you've thrown it that far. Example: Amazing Man (STR 15) wants to throw a baseball 5 miles (Difficulty 17). He can easily make this.

If you fail, compare your final roll to the first Difficulty value you could beat. This will determine how far the throw actually went. Example: Amazing Man (STR 15) wants to throw a baseball 90 miles (Difficulty 27). He fails by 5 points (27-5=22) This corresponds closest to a 21 Difficulty, which means he only tossed the ball 11 to 20 miles.

Heavier than a Baseball?: To throw something that's heavier than the Baseball Test, here's the trick. Simply add the Difficulty of Lifting the object to the Difficulty of Throwing it for the desired distance to get the final Difficulty. Example: Awesome Man (STR 32) can easily throw a baseball into orbit (Difficulty 31). However, if he tries it with a small car (Diff=15), the difficulty rises to 46 (31+15=46). The best he could do reliably would be to toss that car a mile or so (15+15=30)

Pushing

In a campaign where the Derived Characteristic of Endurance (pg. 123) 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 points. 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. Pushing can be applied to any Strength, Lifting or Throwing feat.

Modifying Actions

Sometimes, conditions beyond your control may make it harder to perform an Action. For example, changing a light bulb may be an Everyday task, but changing a light bulb in an earthquake is a whole order of magnitude tougher. These external conditions are called Modifiers. When the GM decides a Modifier applies to your action, you will automatically subtract the Modifier Value that goes with it to your die roll. Here are some typical Modifiers (they are cumulative).

Target 5-10m/yds away.....-2	Target partially behind something-1
Target 11-50m/yds away.....-4	Target obscured by smoke, darkness...-4
Target within 50m/yds-Weapon's Range.....-6	Target is dodging-3
Unfamiliar tools, weapon or vehicle-4	Lack of instructions for task-2
Don't have right tools or parts-2	Hostile environment-5
Complex Task.....-3 to -4	Have never done this before.....-1
Under stress or attack-3	Drunk, drugged, or tired-4
Trying to perform task secretly.....-4	

Why the Change?

As you may have noticed, we use a slightly different way of resolving these STrength feats. One reason is that as you get higher and higher Strengths, we wanted luck to be less and less a factor. We also wanted this table to be consistent no matter what kind of dice you used for other forms of resolution.

We also don't actually give weights in this table, as most people don't lift weights, but objects. Therefore, comparable objects are far more useful. Most people don't know a Typhoon submarine weighs over 1.2 megatons and they really couldn't care less!

Note: While lifting tanks may seem sort of out of line for a character, remember that there are larger creatures (dragons, etc) or machines (giant robots, power armor) *which also have a Strength*; and they *can* shove a small tank around!

An interesting Side Effect

Another big advantage to using the weight approximation system on pg. 138 is that it skips all the tedious stuff about pounds vs kilograms (important when a game system is used all over the world). Whether you work in lbs. or kg., you know how big a lion or a motorcycle is, and you can easily fit the weights into the system you use best.

Meet John Smith (again)

John decides to carry his girlfriend across the swamp. She weighs in as a typical adult female. She's also lugging a backpack, which the GM rules is about equal to a heavy bag of groceries. Adding 7+2 together gives us a total Difficulty of 9; equivalent to carry an adult male. With a STR of 4, John had better roll at least a 5 or higher or he's gonna fall over. Better drop that backpack, John!

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:

- If the Situation involves**Use
 - ...an issue of knowledge, memory, problem-solving, or experience
 - or is otherwise mentalINT
 - ...interacting with someone (e.g. lying to them, impressing them, etc.).....PRE
 - ...resisting an interaction, or if it's a matter of willpower
 - or ability to face danger, fear, stressWILL
 - ...manipulating tools, instruments or having technical affinity.....TECH
 - ...an issue of speed, such as races of swimming, skating or skiing; running, swimming featsMOVE
 - ...using hand-eye coordination or dexterity ; fighting, driving/control skills (e.g. guns or vehicles)REF
 - ...engaging in gross physical movement (athletics, evading, using fists and blades).....DEX
 - ...a matter of raw physical strength (mainly a Strength Feat*).....STR
 - ...a matter of endurance and time , or resistance to pain, disease, shockCON
 - ...or the GM can decide if it's in dispute.

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 Presence Characteristic in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

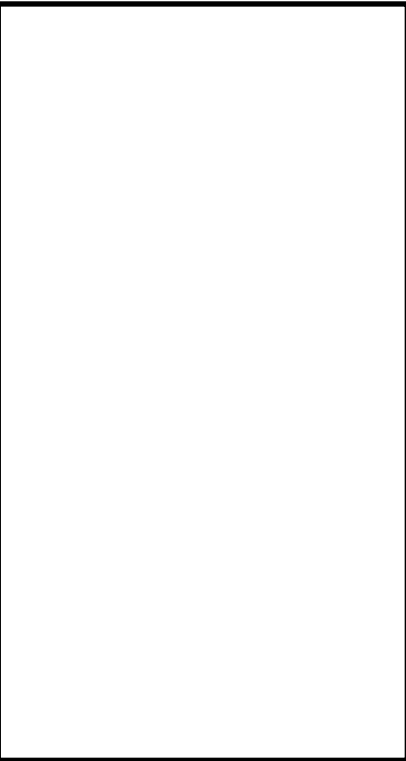
What Skill Do I Use?

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.



Meet John Smith (again)

John decides that he's going to try to a backwards flip through that open window. The GM rules that this is a coordination feat, requiring John's DEX Characteristic. The Skill will be Acrobatics. Since backflips aren't a task that most people can't easily do, the GM rules that this will be a Competent level task (18).

John's DEX is 7, his Acrobatics skill is 2 for a total of 9. To hit his 18 target number, he'd better roll better than a 9.

If he's rolling D10's (the Interlock option), this is gonna be pretty tough—1 outta 10 (of course his chance of open-end rolling is also 1 in ten). In general, this means that while things are somewhat harder to do with this option, the much higher chance of open ending means more of a chance of doing impossible feats every so often.

If he's rolling 3D6 (the HERO option), his chances go up; the *average* roll is going to be around 10. But his chance of pulling off that one in a million stunt is far, far less.

GMs: In summary, when you want a really risky, high stakes campaign where luck is of primary importance, go with the D10 resolution. But if you want consistent results, go with the 3D6 version.

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 (pg. 134) 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.

Critical Success (aka "Open Ending")

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 its 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 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 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.

Driving & Piloting Actions

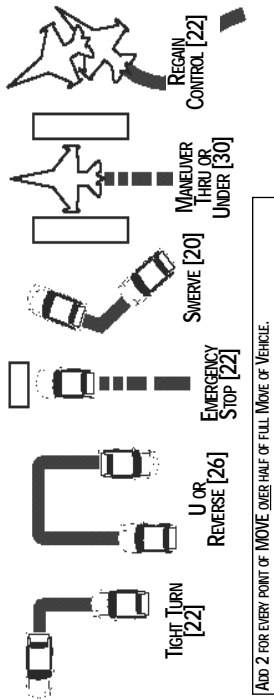
Any time you try to make a vehicle do something unusual, you'll need to check to see if you succeed. This is done by combining your REF+Piloting (or appropriate Skill for controlling the vehicle), and a die roll vs. a roll and a difficulty based on the type of maneuver you're making (see sidebar next page), plus any appropriate modifiers for weather, driver or road conditions.

In Case You're interested...

The **Fuzion Difficulty Value Table** (pg. 138) maps surprisingly well to the old Interlock Task Table in *Cyberpunk 2020*:

INTERLOCK	DV	FUZION	DV
Easy	10	Challenged	10
Average.....	15	Everyday	14
Difficult	20	Competent	18
Very Difficult	25	Heroic	22
Nearly Impossible.	30	Incredible	26

Driving & Piloting Maneuvers



If the maneuver isn't described, 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 (whether between giant birds or spaceships), 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 Phases as the GM determines at the time intention is announced.

Dogfighting I: Results Table

		TIED ROLL: No Adv
		HEAD ON: 1 point either way
		SIDE ON: White beats Black by 2+, Defender chooses which side is attacked
		TAILING: White beats Black by 4 or >

CONFLICT & COMBAT



The most important type of Action you'll encounter in a Fuzion game will probably be Combat. Not only is combat a regular staple of adventuring no matter what the setting, but combat is the one Action that will have the most effect on your character—by getting him or her killed out of the game.

Combat begins when the GM declares that combat has started. Each character then gets to act in Turn order (see pg. 135); take an Action, and determine the result of that action. Then the next character gets to act until all characters have acted. The Phase is over when everyone has had a chance to act (including any Non-Player Characters portrayed by the GM). Then a new Phase begins and everyone can act again.

Types of Combat

There are two kinds of combat: **Melee** and **Ranged**. Melee Combat occurs whenever you attack a target using your hands, feet, body parts or a weapon that uses the force of your body for power. In general, Melee combat occurs within 4-6 m/yds of the attacker.

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.

Rules of Play

This section covers the basic conditions you have to meet before you can engage in combat.

Are You Clear?

No matter what the weapon or attack, you need to have an unobstructed path to attack it. If something's in the way, you can't attack it no matter how close it might be.

Range: Can I Reach Out and Smack It?

As a rule, Melee attacks can hit any target within 4m/yds of you; this is 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. RANGED WEAPONS will always have the range listed in their individual descriptions.

How Often Can I Hit It? (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. The **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.

What you can shoot through

Trees • Brush • Smoke • Tents • Glass • Snow

What you (usually) can't shoot through

Concrete • Brick • Metal • Ice • Earth

Facing

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 and attack anything that is positioned forward of your shoulders and unblocked. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in.

COMBAT SEQUENCE SUMMARY

Each Phase, take turns in order of highest to lowest REF (if tied, roll dice between ties) 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

In general, roll 1die and add to your Characteristic + Skill. Add in any special Modifiers that might apply to the attack as well. If the action was an Attack, go to [E]. If not, go on to NEXT PHASE [F].

[E] Resolve Damage

If you hit, roll a number of 6-sided dice equal to the Damage Class (pg. 149) of the Attack.

[F] Go to Next Phase

Start again with the process.

Combat 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
Target 5-10m/yds away.....	-2
Target 11-50m/yds away.....	-4
Target within 50m/yds-listed range of weapon.....	-6
Target is using an Action for Dodging.....	-3
Moving target.....	-1 per 10m/yd target moves
Target silhouetted.....	+2
Target partially covered:	
Half Body.....	-1
Head and Shoulders Only.....	-1
Head only.....	-2
Behind someone else.....	-2
Target Obscured (Blinded by light, dust—See below).....	-4
Vehicle mounted weapon, no turret.....	-4
Aimed body shot.....	chest [-1], vitals, head [-6], legs, hands, feet [-4] stomach [-5], arms, shoulders, thighs [-3]
Firing shoulder arm from hip.....	-2
Aiming.....	+1 per phase, up to +3 max
Braced.....	+2
Tiny Target (bullseye, eye, vital area).....	-6
Small Target (less than 1m/yd, head, limb).....	-4
Large Target (trees, cars, large animals, small mecha*, etc.).....	+2
Very Large Target (trucks, planes, walls, side of barn).....	+4
Surprise Attack (see Surprise below for details).....	+5
Target Prone.....	-2
Improvised weapon (rock, bottle, small girder).....	-2

* Like AT's

Special Combat Modifiers

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.

Target Obscured or Blocked

If there's something that may block a clear view, but won't block a swing, such as smoke, or darkness, the target is considered obscured. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), and each phase you must make a Perception Roll (GM sets the Difficulty Value) If the roll is successful, the penalty is -2 to all subsequent Attack and Defense Values that phase. If the Perception roll is unsuccessful, the penalty increases to -4.

Weapon Accuracy

A built-in modifier, 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...). WAs are not always used in Fuzion games, as their use varies from campaign to campaign. However, when they are in play, you'll find them listed in the description of the weapon. To use them, just apply the WA to your Attack roll as with any other Modifier.

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 Value (AV)**. He may also have to add or subtract certain modifiers from this Attack Value to determine the final outcome (above). Example: an attacking character with a REF Characteristic of 5, a Hand to Hand Skill of 6, and a die roll of 6 has an AV of 17. A -2 mod for an aimed shot in turn brings this down to 15.

The Defender combines his DEX, appropriate Evade Skill (or another skill like Fencing, Piloting, or Athletics 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 (DV)**. Example: a character with DEX of 4, an Evade skill of +6, and a die roll of 3 has a DV of 13. The two rolls are compared; if the AV is equal or greater than the DV, you hit!

Special Attacks

Targeting Against Range

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

Melee (4m/yds or less)	4
Close (10m/yds or less)	8
Medium (50/yds or less)	12
Long (out to listed range of weapon)	16
Extreme (beyond listed range)	16, +2 per +100m/yds

Vehicle Combat

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. Also note that vehicle-mounted weapons multiply all range distances (pg. 144) by 100. Example: 5-10m/yds increases to 500-1000m/yds when piloting a vehicle.

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. These types of attacks use the Targeting Against Range rules to see if they hit their area; anyone in the target area will take the appropriate damage.

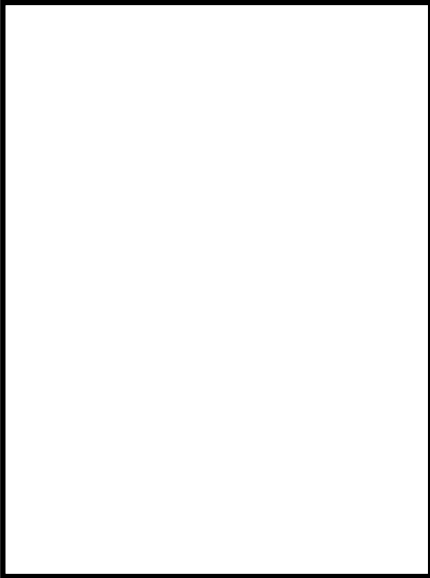
Explosions

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

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

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

Roll	Area Effect Result
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target



Meet John Smith (again)

John decides that he's going to try and clobber a thug. His Hand-to-Hand Skill is 3, his REF is 7 (Total 10). His opponent's Melee Evade is 5; his REF is 5, for a total of 10 also. The thug decides to play it smart—he dodges (-3 to John's roll) and moves back to 8 m/yds away (-2 additional).

Using D10's for the resolution system, John rolls; he gets a 6, bringing his total to 16. Subtracting the -5 for the modifiers brings this down to 11. The Thug will need to roll at least a 2 to dodge our hero.

Using 3D6 for the resolution system, John rolls a 22. Subtracting 5 for the modifiers bring this down to 17. The thug's DV is 20 (his REF + Evade Skill + 10). John misses.

Making Autofire Work for You!

Wanna get that great Chow-You-Fat effect where the hero can dive through a hail of bullets and come up to plug all the faceless goons dead on? Set two different autofire ratios for the heroes and the goons!

How Autofire Should I make My Game?

This really depends on your style of game. If you were doing a movie-style campaign, we might suggest the following settings:

- 3 for the Players (the heroes) and Major Villains
- 1 for Faceless Grunts and other Cannon Fodder

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.

The Autofire Ratio: Ever notice how in many superhero comics or action movies the heroes can walk through a virtual hail of machinegun bullets and never take a hit, while in real life they'd look like Swiss cheese? To simulate this effect, we have created a little Fuzion gimmick called the Autofire Ratio. The Autofire Ratio is designed to allow characters to survive the withering effects of big gunfire in games where effect is more important than realism, by allowing the GM to adjust the lethality of all those bullets flying around at the start of his campaign. Here's how it works:

Make your attack, and determine by how many points your final total exceeded the required Target Number. Now divide that number of points by the Autofire Ratio of the current game (The GM must determine this at the start of the campaign, based on the style of gameplay):

Campaign Style	Autofire Ratio
Everyday	1
Competent	1
Heroic	2
Incredible	2
Legendary	3
Superheroic	4

Round any decimal values up. The result is how many rounds actually hit your target. The catch? There's a -1 attack modifier for every 10 shots fired (your gun is jumping around). The total also may not exceed the total number of rounds fired.

Example: Alex attacks Gron with a machinegun, firing 20 rounds. He needs to beat a Target Number of 10; he gets a 20. In a game with the Autofire Ratio set at 1, he would hit with 10 shots. But the Autofire Ratio in this game is set at 4. Since $10 \div 4 = 2.5$, its rounds up to three shots which actually hit Gron.

Autofire allows for a wide variety of combat techniques:

- Burst:** A burst is a limited autofire attack, never more than 4 shots, at one target. 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 damage based on the Autofire Ratio of the game.
- Single Targets** This is just like a burst, but the rate of fire is not limited to only 4 shots (as a result, there is a -1 modifier for every 10 shots fired). Again, make an Attack roll; if the defender fails his roll, he takes damage based on the level of failure, divide by the Autofire Ratio of the game (rounded up).
- 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 defending individually against the attacker's single Attack roll. Example: With an Autofire Ratio of 1, I fire into a 10 meter area with 30 rounds. (30 divided by 10 = 3). Sue, Bob and Harry each make a Defense roll 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.

Missile Attacks

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

Missile is	Dumb	Smart	Brilliant	Genius
Target #	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, and 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.

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, facedowns 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 "Warriors to the attack— 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 judgment (see the Presence Attack Modifiers table for suggested modifiers). Total the dice and compare the total against each target's Resistance value to find the effect.

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

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

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

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

Special: Energy Blasts, Spells & Mental Attacks

Okay, you may not be using energy blasts or psychic attacks in a typical Fuzion game. Or you might; it all depends on the genre you choose. By using the **Champions:New Millennium** game (also Fuzion powered), you have the option of creating horrible supernatural abilities far beyond mortal Man. Just in case. There are also a number of other Powers Plug-Ins available on the World Wide Web; check the Fuzion Labs Group web site for links to some of those.

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

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

Resolving Combat

So you hit the target! Great. But it's not over yet. Now you have to determine what happened next. That usually means Damage.

Damage

Damage is a way of measuring how much you hurt something; sort of like applying a numerical rating to a dent in your car or on a cut finger. Whenever something in Fuzion is damaged, that damage is subtracted as points from a total value representing the structural integrity (or "life energy") of the damaged object.

Types of Damage

There are four different kinds of Damage in Fuzion. The first is Hits (used to measure small, man-scaled levels of lethal damage). The second type is Stun (used to measure shock, pain and other non-lethal damage). The third type is Structural Damage (used to measure damage to small objects and vehicles). The fourth and final type is Kills (used to measure very large or very powerful levels of damage to inanimate objects). Let's start by examining each in turn:

Hits

Hits are lethal, life threatening damage to living organisms, usually caused by man-carried weapons or environmental effects. Also known as "Killing Damage," these types of attacks are subtracted from a total pool of points the target has, until, at a certain level (usually below zero), it is killed or otherwise incapacitated. Example: Gorn can take 20 Hits. He is damaged by a weapon and loses 15 Hits. Gorn can take only five more Hits remaining until he is either incapacitated or killed.

What has Hits? Any living organism.

Stun

Stun Damage is damage that creates pain and shock, but not lasting 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).

All living things also have Stun points as well as Hits; a measure of how much damage they can take before they pass out from pain and shock. Stun Damage is always subtracted from your character's pool of STUN points. When his STUN points are at 0, his body will react by shutting off the pain—and passing out.

What has Stun? Any living organism.

Structural Damage Points

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). So in Fuzion, inanimate structures, vehicles and other small non-organic objects (commonly called "hard targets") take Structural Damage instead of Hits. SDP is different from Hits, but works the same way—one point of Hit damage will remove one SDP. Note: You can't stun an inanimate object. Therefore, objects will always take both Stun and Hit damage the same way, subtracting it equally from their SDP. (If this sounds remarkable, remember that karate masters can break bricks and boards barehanded!)

What has SDP? Anything that is non-living and does not have a specially tough composition (armored plate, rare super-metals, etc).

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 objects (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.

What has Kills? Anything that is non-living and has an especially tough composition (armored plate, rare super-metals, etc).

Some Common SDPs

THE GREAT OUTDOORS	KD	KD IN KILLS	SDP	KILLS
Brush (per m/yd)	—	—	5	—
Rocks (per m/yd)	28	—	30	—
Large Tree, Telephone Pole	—	1	—	1
Lamp Post	—	1	—	2
Manhole Cover	—	1	30	—

STRUCTURES	KD	KD IN KILLS	SDP	KILLS
Glass (per m/yd)	3	—	5	—
Wooden wall/Fence (per m/yd)	7	—	10-15	—
Sheetrock Wall (per m/yd)	10	—	5-10	—
Brick Wall (per m/yd)	25	—	30	—
Concrete Wall (per m/yd)	28	—	50	—
Metal Wall (per m/yd)	32	—	70	—
Armored Wall (per m/yd)	—	1	—	1
Metal Lock	20	—	5	—
Wood Door	7	—	5	—
Metal Door	20	—	30	—
Vault Door	—	2	—	4
Furniture	3	—	15-20	—
Control Consoles (per m/yd)	10	—	20-30	—
Machinery (per m/yd)	10	—	30-50	—

Determining the Damage Done

Damage Classes (aka DC)

In general, how much damage an attack does is based on the Damage Class (or DC) of the attack or weapon, with each point of DC being equal to one 6 sided die of damage (for example, with a DC5 weapon, you would do as much damage in Hits (or SDP) as five six sided dice would when rolled and added together—somewhere between five and thirty.) Example 2: 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 Attacks

With the exception of bows and spears, ranged weapons always do Damage based on the DC of the weapon This DC is normally listed in the description of the weapon in the rules. Example: my Cosmoblaster Mark V has a DC of 8. This means I will roll 8 dice in that attack.

Melee Attacks DCs

However, the DC of an attack 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.

Damage by Melee Weapons

Strength-based (aka melee) attacks using weapons normally have a damage each weapon can do. This value is equal to the weapon's listed Damage Class (again, this DC will be listed in the description of the weapon in the rules). However, there are a few things that will effect the final DC of your melee weapon attack:

Minimum and Maximum Strengths

The catch to the above is that if you aren't strong enough, you can't effectively make use of that weapons ability. Therefore, each melee weapon also has a listed minimum STR at which you can use it with no penalty. Below this level, you take a -1 Reflex penalty for every -1 STR and a -1 DC penalty as well. Example: Aunt Meg, STR 2, tries to use a Battle Axe with a 5 STR Min. She'll only do DC2 Killing damage when she hits, and takes a -3 REF penalty.

However, for every point of STR you have above the minimum STR required to wield the weapon, you will do one additional DC 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, STR 10, wields a battle axe (STR min. 5). Grog gains 5 extra dice, and since 2 times the Battle axe's listed DC (6) is 12, he gets to use all of his extra dice.

Kills and DC

Unlike DCs, Kills represent whole values rather than numbers of dice. This is a way of simplifying the bucketfuls of cubes that such attacks would normally require (as well as reflecting the fact that Kills are an astronomically high level of damage/structure). 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. Example: My giant robot attacks another giant robot with a 6 Kill beam weapon. I would subtract 6 from the total Kills of the target.

But what happens when Kills meet DC and vice versa? That's where Damage Scaling comes into play.

Damage Scaling

Fuzion is designed to simulate a staggering array of settings, from the semi-realistic settings of modern day combat, to the godlike feats of superheroes and animé characters. The problem is, each of these settings has it's own "genre-specific" rules regarding damage. For example, in most action or science fiction settings, really big guns on the Kill scale are designed to hit and damage really big targets. It's nearly impossible to apply the full force of these huge attacks 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 more likely to

How much damage in Hits can your character take?

That depends on his or her Physical Characteristic; you get five Hits for every Point of Body you have (example: with a Body of 6, you would have 6x5=30 Hits). One point of damage from a weapon or attack will remove one Hit. When your character's Hits have been reduced to 0, he is dying out, at -12, he is dead (non living things can also take damage, however, when non-living things are reduced to zero, they are rendered inoperative).

How much damage in Stun can your character take?

That depends again on his or her Body Characteristic; you get five Stun for every Point of Body you have (example: with a Body of 6, you would have 6x5=30 Stun). One point of damage from a Stunning attack will remove one Stun. When your character's Stun pool has been reduced to 0, he or she is knocked out.

What about other Melee attacks?

In general, the melee rules cover attacks made by humanoid creatures. However, if you're dealing with non-humanoids (like animals), you can always apply the following rules, adding or subtracting to the original STR-based DC level.

Situation	Modify DC
Animal Bite/beak	= STR
Animal Claw	-2DC
Bludgeon attack (Heavy tail, natural club, tentacle blow, flipper)	+2DC
Trample (run over, stomp)	+2DC
Constriction attack (tentacles, body constriction)	+1DC

Shorthanding Really Big Piles of Dice

Don't want to handle rolling a million dice? Here's a nice shorthand to accomplish much the same thing. Divide the number of dice required by ten. Then roll that result and *multiply* the total by 10.

Each remainder die is treated as an extra die and added to the total.

Example: I have to roll 64 dice (eek!) Instead, I roll 6 dice ($60 \div 10$) and multiply that result (let's say $6+4+3+3+1+3=20$) by 10 ($20 \times 10=200$). I then roll the remaining 4 dice (let's say $5+2+2+1=10$) for a grand total of 210 points!

Another fast way is to multiply the total number of dice thrown (say 64 again) by 3 (the average roll is actually 3.5, but we're simplifying). In this example, the total would be 192 ... not too far off from the other method. Either way is a fast method of speeding up play.

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.

The flip side is that in a larger-than-life setting, superheroes, power suits, etc., can apply all of their damage to a very large target, simply because it's so big. So when a very powerful superhero punches a tank, all of his force ends up expended right on the tank, tearing it apart. (Sure, it's not realistic; but it does closely mirror the abilities of superheroes and other godlike beings as depicted in comics, movies and anim . It's also self limiting, because only superheroes or other non-realistic people will ever be able to do this sort of damage; in a realistic genre, they won't exist and in a superheroic genre, they're supposed to hammer tanks apart with their bare hands.)

Finally, there's an intermediate area of damage, where small vehicles or creatures interact with very large vehicles (like giant robots, tanks or ships). These targets are just too big to just be blown out of the way by a big attack, yet aren't anywhere as tough as a truly huge target. They also have weapons that, while they aren't as powerful as Kill-rated attacks, can do some serious damage when they hit, unlike the attacks of most puny personal arms that would just ping! the armored surface.

In Fuzion, we get around these genre-specific limits by using the idea of Damage Scaling. Damage Scaling allows large amounts of damage to interact with small targets (and vice versa), in ways which preserve the nature of their respective genres. Small targets just get blown through the air by huge weapons taking minimal damage, small weapons just ping! off of large targets with no effect, and medium sized weapons can hurt large targets, but not anywhere as badly as really big weapons can hurt them back. And finally, really tough superheroes can tear tanks apart with their bare hands.

Damage Scaling accurately preserves the effects of damage as portrayed in most semi-realistic, action movie, science fiction, anim , and superheroic settings. To use it, simply determine the level of the attack and the level of the target. Then convert the damage done accordingly.

34 Things that have SDP or Kills

These don't have Stun or Hits. In these cases, any attack against them is treated as though it was made against the object's SDP or Kills.

DC attacks vs. targets with SDP or Hits

No change

Kill Attacks vs. really large/tough vehicles with Kills

No change

Kill Attacks vs. Small vehicles or organics under 1000kg

Add 13 to the number of Kills done. The first kill is equal to 14DC. Each additional Kill adds one additional DC. Example: A giant robot attacks a man with a 4 kill weapon. $13+4=17DC$.

Kill Attacks vs. Small vehicles or organics over 1000kg.

Multiply the number of kills of damage by 50 to produce the required SDP or Hits. Example: a giant robot attacks a car (SDP) with a 4 Kill weapon. $4 \times 50=200$ SDP.

DC Attacks vs. really large/tough vehicles with Kills

Divide the DC of the weapon by 14, rounding all decimal values down. Example: A 36DC weapon is used to attack a giant robot (Kills). $36/14=2.5$, rounded down to 2 Kills

Superheroic DC attacks vs. really large/tough vehicles with Kills

Subtract 13 from the total DC done. Each remaining DC is equal to one Kill. Example: Atom Man clobbers a tank (Kills) with his 18 DC fists. $18-13=5$ Kills.

Impairing Things that have SDP or Kills

Objects can also be impaired. As a rule, when an object reaches 1/2 of its SDP or Kills, its Characteristics (Spd, MV, etc), are reduced by 2. At 1/4th of its total SDP or Kills remaining, its Characteristics are reduced by 4.

Applying the Damage

Now that we know the types of damage and how to determine how much damage (in DC or Kills) has been done, it's time to apply that damage.

Taking Hits

Hit Damage 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 Hit (aka Lethal) damage. In addition, any sharpened part of the body (fangs, claws, horns, etc), can also do Hit damage. Hit 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.

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.

Taking Stun

Any time you take non-lethal damage, that creates pain and shock, but not lasting injury, you will take Stun. Stun Damage is always subtracted from your character's pool of Stun points. 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 the table below for how long this takes).

Stun Level	0 to -10	-11 to -20	-21 to -30	>30
Recover Stun	Every Phase	Every Round	Every Minute	Up to the GM

Stun Rollover

When you have lost all of your Stun points, any subsequent Stun damage you take will continue to convert into Lethal (or Hit) 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!

Collateral Damage

Since Hit damage also causes a fair amount of pain and shock, you'll also 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 Lethal damage for every 5 Stun that penetrate.

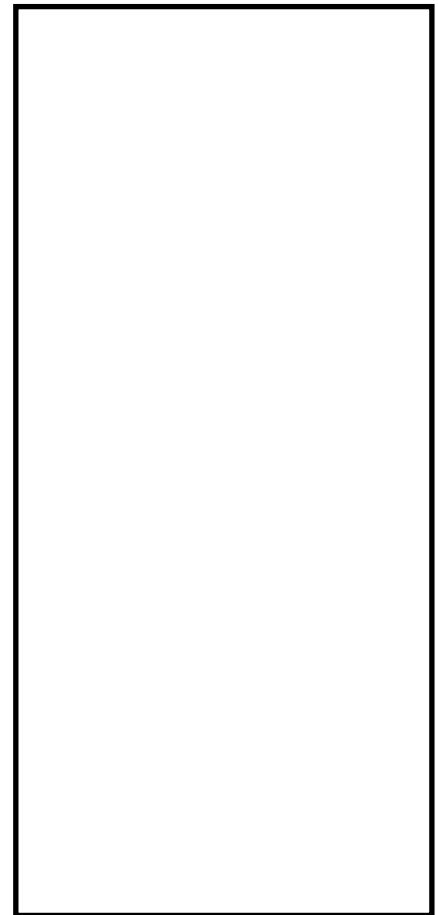
Aimed Shots

One way to increase the amount of damage in any attack is to aim a shot. You pay a modifier penalty (see above), choose the target, and make the attack. If you hit, the damage is multiplied as below.

Location Hit	Effect (after armor)
head.....	double damage
hands/forepaws*	1/2 damage
arms/forelimb*	1/2 damage
shoulders*	1x damage
chest.....	1x damage
stomach.....	1.5x damage
vitals.....	1.5x damage
thighs*	1x damage
legs/hindlimb*	1/2 damage
feet/hindpaws*	1/2 damage

* if it isn't obvious, roll 1die: even=right, odd=left Note that damage is multiplied AFTER penetrating armor:

Example: Gorn attacks with a DC 5 weapon, rolling a total of 16 Hits. However, since it was an aimed head shot (with a -6 modifier penalty), he doubles his damage to 32 Hits. Aimed shots can be applied to any Hit or Stun causing attack.



Destroying Things that have SDP or Kills

Objects can also be destroyed. As a rule, when an object reaches 0 SDP, it is no longer functional. However, it is not *utterly* destroyed until it has been reduced to below twice its total SDP.

MECHA CONCEPTS

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

AP (Armor-Piercing): AP weapons treat any armor they affect as having 1/2 their KD.

Blast: An area effect weapon, with the damage radius listed in meters/yards.

Defense Ability: Shields have WAs like weapons, called DA; usually negative.

ECM Rank: Pending a successful use of Electronic Warfare skill (vs ECM system's Rank x2 +die roll), ECM can: (1) subtract a value equal to its Rank from others' Perception rolls when using Radar, or (2) subtract 10% per one Rank from others' sensor ranges, or (3) subtract a value equal to its Rank from the Offensive Roll of any missile or group of missiles. ECM can be set to affect a single target or all targets within its listed radius.

ECCM Rank: ECCM offsets any and all types of ECM on a 1-to-1 basis; Rank-3 ECCM will reduce Rank-7 ECM to Rank-4. It works automatically, without a Skill roll.

EMW: Energized melee weapons treat any armor as having 20KD (or 4 Kills for Kill-rated weapons) less armor protection.

Grapple: These weapons can perform Entangling and other grappling-type attacks.

Hyper: This effect is caused by cutting torches and other such high-powered EMWs; for each point by which the attacker beats the defender, the damage is applied in full to the same spot.

Incendiary: The burning effect does 1/2 damage next phase, and 1/4 damage for the next 2 phases beyond that.

Linked: Linked weapons can be fired together in one Action, with one roll. (If you're using hit locations, each shot hits a different randomly-rolled location; Cross-Linked weapons all shots hit the same location.)

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

Shock Effect: Does Killing damage and Stun damage in one attack, but the Stun damage ignores any armor's KD!

Smart: These seeking and/or guided missiles are rated as "Smart", as per the Missile rules on page 146-147.

Warm-Up: Recharges for the listed number of Phases between firings.

∞ **ROF:** Some energy weapons can fire a constant beam, functioning like an infinite-length energy sword. Very dangerous.

MECHA/VEHICLE Random Hit Tables w/ Critical Hit Functions

The following tables apply to combat between most mecha and other similar vehicles.

• **Hit: Torso/Main Body, with optional Secondary Damage:** Roll 1D10, apply effects based on **Success Margin (SM)**: For basic torso hits, success margin = D10 chance of secondary damage.

- 1 **Pilot Stunned:** Can take no action for 1 Phase x SM.
- 2 **High Impact:** Knockback increased by +1 Unit x SM.
- 3 **Sensor Malfunction:** -1 to all WAs & -1 Perc x SM.
- 4 **Movement System damaged:** -3 MOVE x SM.
- 5 **Limb Shutdown:** One random limb cannot move for 1 Phase x SM.
- 6 **Ammo Explosion:** 10% chance of explosion x SM.
- 7 **Weapon Malfunction:** One weapon suffers -1WA x SM.
- 8 **Controls Damaged:** Pilot suffers -1 Piloting x SM.
- 9 **Engine Shutdown:** AT will not operate for 1 Phase x SM.
- 10 **Polymer Ringer leakage:** -1D6 hand-to-hand damage and -1 STR x SM.

• **Hit by +5: Torso/Main Body (with Armor), or roll below. Location not present, re-roll**

2D6 Location (can be aimed at with a -4 to-hit penalty)

- 2 **Pilot:** If the unit's armor is penetrated, any remaining damage goes on to hit the pilot (this usually occurs with a hit to the head or a lucky shot to the main body). The pilot gets the protection of any armor he's wearing, but this is definitely going to hurt ...
- 3 **Sensors:** If the unit's armor is penetrated, any remaining damage goes on to hit the sensor system, which has a mere 10 SDP. If the sensors are destroyed, the pilot suffers -4 to all rolls with the Unit (unless he opens the hatch, in which case the penalty drops to -2).
- 4-5 **Weapon:** A randomly-selected weapon used by the target is hit. If the weapon is handheld or externally mounted, it is destroyed automatically. If the weapon is internally mounted, it is destroyed only if armor is penetrated first. Don't forget to include Hands, Arm Punches, and Iron Claws among the weapons that can be hit and destroyed! (Hands, Arm Punches, and claws are considered to be protected by armor.) If a hand is destroyed, then any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both hands are destroyed, no hand-held weapons may be used.
- 6 **Right Arm:** If the unit's armor is penetrated, any remaining damage goes on to hit the right arm, which has half as much SDP as the unit's main body. If the arm is destroyed, then any weapons built into or onto that arm (including Hands, Arm Punches, and Iron Claws) are also lost, and any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both arms are destroyed, no hand-held weapons may be used.
- 7 **Left Arm:** If the unit's armor is penetrated, any remaining damage goes on to hit the left arm, which has half as much SDP as the unit's main body. If the arm is destroyed, then any weapons built into or onto that arm (including Hands, Arm Punches, and Iron Claws) are also lost, and any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both arms are destroyed, no hand-held weapons may be used.
- 8 **Right Leg:** If the unit's armor is penetrated, any remaining damage goes on to hit the right leg, which has half as much SDP as the unit's main body. If the leg is destroyed, then any movement system built into or onto that leg (such as a Gliding Wheels or fans) is also lost. In this case, the unit may not use that movement system at all, nor may it walk: it must crawl or drag itself along the ground (1/4 Move), although when not moving it may prop itself up against something in order to stand. If both legs are destroyed, the unit cannot stand.
- 9 **Left Leg:** If the unit's armor is penetrated, any remaining damage goes on to hit the left leg, which has half as much SDP as the unit's main body. If the leg is destroyed, then any movement system built into or onto that leg (such as a Gliding Wheels or fans) is also lost. In this case, the unit may not use that movement system at all, nor

may it walk: it must crawl or drag itself along the ground (1/4 Move), although when not moving it may prop itself up against something in order to stand. If both legs are destroyed, the unit cannot stand.

- 10 **Pack / Subsystem:** If the unit's armor is penetrated, any remaining damage goes on to hit its backpack, destroying it. Any extra fuel Tanks,, extra ammo or any other supplies stored here are lost.
- 11 **Movement System:** If the unit's armor is penetrated, any remaining damage goes on to hit its movement system, such as a Gliding Wheel, tread or fan system) In most cases, such movement systems are split between each leg, but only one hit is sufficient to render the entire movement system useless. The unit may still walk and run, but it cannot use its movement system.
- 12 **Fuel Tank:** If the unit's armor is penetrated, any remaining damage goes on to hit its fuel tank. There is a base 50% chance that the unit will be destroyed immediately—if the tank doesn't cook off, the odds of an explosion increase by 10% the next time this hit result is rolled! (This +10% function is cumulative.)

• **Hit by 10+: Torso (or roll above) but ignore Armor.**

Knockback

Such mighty blows are delivered in some types of combat (especially between superheroes, giant robots, and kung-fu action heroes), that the combatants are often knocked all over the battlefield. This phenomenon is known as Knockback (in its realistic form, it becomes Knockdown).

To determine the amount of knockback taken, subtract the BODY characteristic (or KILLS) of the targeted character plus 1D6 from the total DC (or KILLS) of the attack. For every DC remaining, the character is knocked back one knockback "unit." The unit of measurement is determined by the style of campaign, then applied by moving the character that far straight back from the impact.

Campaign Style	Knockback Unit in m/yds
Everyday [realistic].....	Just Knocked Down
Competent [elite, semi-realistic.]	1/2
Heroic [TV action show]	1
Incredible [olympics, action movie].....	2
Legendary [blockbuster action movie].....	3
Superheroic [comic books, myths]	4

In the event that something's in the way, move on to Collisions and see how badly you were hurt. **Note:** If using Kills vs Body, convert Kills to DC at a ratio of 1Kill=14DC, plus 1 for each additional Kill; if it's DC vs Kills, there is no effect until you reach 14 DC, then add 1 Kill for each additional DC.

Defenses

So how do you avoid getting knocked out or killed? The first way is to just stay out of the way, using 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. When something is damaged, it always subtracts the value of any armor it may have from the total value of the dice rolled. Only then is the remainder of the damage applied to the target.

Armor is the best type of defense, because it's cheap and removable. While most Armor provides defense and against Hit (Lethal), other types can protect against energy attacks or even mental attacks! Armor reduces damage just like any other defense, and will stop both Stun and Killing Damage. This is called having a **Killing Defense [KD]**.

Your natural physical toughness (the Stun Defense on your character sheet) is your next defense, but will only stop Stunning Damage. This is called having a Stun Defense [SD]. 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: Note that the Damage Scaling system *automatically* converts damage done into the proper type of damage to tackle the kind of KD the target may have. For example, a DC attack against Kill-rated armor would be automatically rescaled into Kill-based damage.

Two Special Damage Rules For Mecha

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 roll, **if you beat your target number by more than 10, your attack ignores the KD (or Kills) of the mecha's armor.** In the case of auto-fire attacks, only those hits which beat the target number by 10 or more will ignore armor.

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: An 11K blast gets through a battle robot's 6K armor, subtracting 5K from its 10K torso—since it has only 5K remaining, on a roll of 6+ on 1D10 it's scrapped.

IMPORTANT RULE:

- If stopping **Stun** damage, always take the higher of either the Armor's **Killing Defense [KD]** or the character's Stun Defense.
- If stopping **Killing** damage, use only the highest **Killing Defense [KD]**

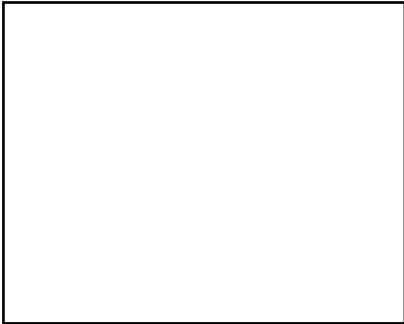
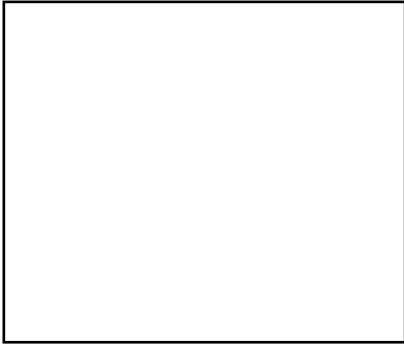
Other Kinds of Defenses

You can also have Energy Defenses [ED], Mental Defenses [MD], Sorcerous Defenses [SRD] or any other type, depending on the kind of Fusion game you are in and if your GM allows it.

Armor Piercing (AP) Attacks

Specially hardened or sharp attacks are extra good at getting past armor. These Armor Piercing (AP) attacks always reduce armor's KD effects by half (for example, from 10 to 5), when they are used.

The Environment & Recovery



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, asphyxiation through accumulated lack of air.

Electricity and Fire are always ranked by intensity of the effect (GM's decision), with damage occurring each phase you are exposed to the source.

Type	Mild	Intense	Deadly
DC	DC1-4	DC5-10	DC11-20
Electricity	Battery	Wall socket	Lightning Bolt
Fire	Wood Fire	Gasoline Fire	Thermite

Like electricity, **Poison & Drugs** are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness or Environment take place over days, weeks or even months (GM's choice).

Type	Mild	Strong	Powerful
DC	DC1-4	DC5-10	DC11-20
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague
Environment	Uncomfortable	Harmful	Deadly Conditions

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect. Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out the Cabals' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.

Effect	Taken From
Sleep drugs.....	STUN
Poisons	HITS
Mind drugs	RESISTANCE

Asphyxiation

This does 3DC per Phase, taken from your Hits. Sitting quietly, you can hold your breath up to 1 phase for every 2 points of Endurance (a tough character could hold his breath for about two and a half minutes.). If activity, such as swimming or running is required, this rises to 4 pts.

Collisions (Ramming and Falling).

This is damage that comes from hitting something at speed. The big difference is that in a fall, one object is hitting a stationary object (the ground) at high speed. In a ram, two or more objects, moving at different speeds, are crashing into each other, and the relative positions of each will affect the outcome.

Bashing Things with Hits/SDP

Things with Hits or SDP will take 1DC in damage for every 3 MOVE travelled each phase, rounding any decimals down. If the total Move made is less than 3, you will take no damage. In addition, add 1 DC for every full 100lbs (or 45kg) of weight.

Example 1: An average guy weighing 160lbs falls 30m/yds (MOVE 10). He takes 3 DC (3.3 rounded down) for the fall, plus another 1DC for his weight, for a total of 4DC; on average about 14 Hits. For an average guy (BODY 3) with only 15 Hits to take, this is bad news.

Example 2: A car moving at Move 30 (@60mph or 90kph) slams into a wall. It takes 10DC of damage (30÷3=10). However, since it weighs 1600 lbs, it takes an additional 16DC (1600÷100=16), for a grand total of 26DC. Since on average this would mean around 91 points of damage, the car (with only 50SDP) is obliterated.

Example 3: An average guy weighing 160lbs falls 1m/yd . He takes no damage for the fall.

Welcome to the Desert...

While many of environments may not automatically fatal, they can be definitely bad news. You could treat several hours of blistering desert as a Mild Cumulative Environmental effect.

M/yds to MOVE?

Since you're more likely to describe a situation as "You fall 20 yards (or meters) to your death!", here's a handy conversion. To convert distance in m/yds to MOVE, divide by 3, rounding decimal values down.

Getting Terminal

Terminal velocity (the speed where a falling body cannot accelerate any faster) is roughly equal to a MOVE of 60, and will normally be reached (on Earth) in 2 phases (falling objects accelerate at around 30 MOVE per phase). Once you reach terminal velocity, you cannot increase your damage unless you are travelling in a power-dive towards gravity.

Bashing Things with Kills

Things with Kills usually weigh such staggering amounts that we measure their damage in increments of tens of tons! As a rule, objects with Kills will take 1 Kill of damage for every 10 MOVE travelled per phase, rounding decimal values down. In addition, they will also add 1K for every ten tons of weight.

Example 1: A giant robot travelling at MOVE 30 (@60mph or 90kph) slams into a wall. It takes 3 Kills of damage ($30 \div 10 = 3$). However, since it weighs 30 tons, it takes an additional 3 Kills ($30 \div 10 = 3$), for a total of 6 Kills of damage.

Example 2: A larger giant robot flying at MOVE 90 (@180mph or 270kph) slams into a mountain. It takes 9 Kills of damage ($90 \div 10 = 9$). However, since it weighs 65 tons, it takes an additional 6 Kills ($65 \div 10 = 6$), for a total of 15 Kills of damage. Ouch.

Ramming

As mentioned above, ramming is like any other collision, but since the objects are moving, their relative positions will influence the final outcome. Here's what to do:

- If the ram is **head on**, add the MOVES of both objects together and the weights of both objects together, then treat the results as above. The result is the damage done to both.
- If the collision is a **side ram or swipe**, treat as a regular collision (above). If the collision is a "rear end", subtract the MOVE of the object in front from the speed of the trailing object, then treat as a head on ram.

Objects with Hits/SDP Ramming Objects with Kills (and Vice Versa)

As before, add the MOVES and weights of both objects together. However compute the weights for each by converting the total weight of the objects

- **Pounds/kg into tons:** Divide weight by 2,000lbs or 1,000kg, rounding down, then add to tons of other object.
- **Tons into pounds/kg:** Multiply by 2,000lbs or 1,000kg, rounding down, then add to lbs. of weight of other object.

Example: A giant robot (weight 30 tons) travelling at MOVE 30 (@60mph or 90kph) slams head on into a small car (weight 1,000 lbs/454kg) also moving at MOVE 30. The giant robot converts the car's weight to tons and gets .5 tons, for a total of 30.5 tons. The car converts the robot's 30 tons into 60,000lbs, for a grand total of 61,000lbs. The total MOVE is 60. The result:

- The **mecha** takes 9 Kills ($60 \text{ MOVE} \div 10 = 6$ Kills, plus 3 more Kills for the total Weight ($30.5 \text{ tons} \div 10$))
- The **car** takes 630 Hits ($60 \text{ MOVE} \div 3 = 20$ Hits, plus 600 additional Hits for the total weight ($60,000 \text{ lbs} \div 100$)). Ouch!!!

Recovering From Damage

So the Defense didn't work and you didn't get out of the way. Assuming you aren't reduced to vapor in an unfortunate accident, the next step is to get better. Your **Recovery Characteristic [REC]** determines how fast your character gets back either lost Stun or Hits:

Recovery from Stun Damage: You will recover Stun at a rate based on how far below zero you are (as previously mentioned on pg. 151):

Stun Level	0 to -10	-11 to -20	-21 to -30	>30
Recover Stun	Every Phase	Every Round	Every Minute	Up to the GM

Recovery from Wound (lost Hits): For every 24 hours you spend resting and with medical care (this assumes dressed wounds and proper medication), you will recover as many Hits as your REC score. Example: I take 30 Hits of my 40 total. My Recovery is 10. I will be back to full Hits in 3 days.

Recovering from Dying: Saving a *dying* character is still possible. Another character, making a successful Medical or first aid roll can stabilize you at any point beyond 0. The Difficulty for this is two times 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 (7x2) 14.

For the Math Geeks: How close is this to MEKTON Z?

If you're curious about how, say, Example 1 maps with the collision tables in MEKTON ZETA, first convert the Fuzion MOVE to MEKTON MA ($30 \div 5 = 6 \text{ MA}$, or 6 hexes. At the MEKTON ratio of +1Kill for every 2 hexes travelled, this comes out to be 3 Kills ($6 \div 2 = 3$). Factor in 4 more kills for the weight class (30-49 tons) and the result is 7 kills instead of Fuzion's 6. In Example 2, the MOVE converts to 18 hexes ($90 \div 5 = 18$). This gives us 9 kills for the movement and 5 kills for the weight, for a total of 14Kills (instead of Fuzion's 15). In general, we've found that while this conversion doesn't map exactly to MZ, it's close enough that a variance of 1 or 2 Kills shouldn't be that critical.

Remember, these are, after all, *imaginary* giant robots; there isn't really a lot of empirical data to work from here!

King Kong vs Bambi

If you want to save yourself a lot of mathematical grief, just generally assume that anytime there is a disparity of over 10 tons between two objects, the smaller one is just obliterated.

Realistic Recovery Rates:

Although this isn't as much fun (after all, this is a game), realistically, it should take a lot longer than a few days to come back from life threatening injuries. In this case, a realistic rate would be to recover your REC in Hits every week, not day; the example at left would take three weeks, not days.

Meet John Smith One Last Time ...

At long last, John has persevered and fought off a million ninja to clear his name. He now collects his OP reward. The GM gives him 12 Points:

- 3 For figuring out that neat trap where he lured the gun-slinger bounty hunter into the weakened factory floor where they fell into the basement.
- 3 For doping out that the master ninja faked his own death, framed John and went into hiding.
- 3 He lived to tell about the whole thing, even with 20 vat-grown ninja on his tail.
- 3 For really roleplaying the angst, pain, and doomed nature of his quest (especially the part where his girlfriend is killed protecting him and John's player did a ten minute deathbed soliloquy about how much he'd loved her.

12 TOTAL OP AWARDED

John decides to spend his 12 points like so

- 5 To boost his Driving from 4 to 5
- 4 To boost his Hand-to-Hand from 3 to 4
- 3 To boost his Acrobatics from 2 to 3

12 TOTAL OP SPENT

Experience

How Do I Improve?

Sooner or later, you will want to improve your Skills and Characteristics from the levels which you purchased them at.

The GM will award you with more Option Points at the end of each play session. These can be spent to improve Skills, buy new equipment, or, with the GM's permission, to improve Characteristics (or Powers, if such are appropriate to your campaign.)

The GM should award OPs for good role-playing and good play. Here are a few suggestions:

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

Assigning Points:

The GM can also give out points for specific skills or attributes, or even assign those points to a particular Skill, Characteristic, piece of Equipment, or Power 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.
- To buy up Powers (if applicable): FIVE points for every one point of Power improvement, plus the permission of the GM. Example: to improve your Energy Blast from DC3 to DC4 would require 5 Option Points and your GM's agreement.

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

Balancing Characters

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

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

FOR ATTACKS: The Damage of your largest physical attack added to your Reflex plus your Skill in that attack cannot be greater than X.

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

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

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

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

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

Rule of X Variations

In many games, characters' attacks come from external sources, such as pistols or swords. In those cases, you can still use the Rule of X. Simple adjust the Value of X to exclude the damage value, since that changes. Or you can make more extensive modifications, such as:

FOR ATTACKS: Twice your Speed added to your Reflex plus your best offensive Skill cannot be greater than X.

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

In any case, the Rule of X is optional. If used, it should reflect the style of your campaign.

