# 2300AD

# FUZION: 2300 AD

At the dawn of the 24th century man has traveled far from the precipice at the end of the twentieth century. Never again were nuclear weapons to be used as they were then. The 'Twilight War' saw a breaking of the old order and in the aftermath, many new nations arose, several of them based upon the very same nationalist and ethnic lines that had shattered the old nations. In South America, Argentina and Brazil rose to dominate the continent as they had never before. Theirs was a rivalry that would flare into war several times in the following centuries, both on and off Earth. North of them, Mexico moved to occupy all of the isthmus between North and South, as well as the South-Western quarter of the now shattered United States of America. Only Texas would liberate itself as it had before, and then to become an independent nation. A much reduced America has once again become a power in the world.

In Europe only France survived the war in any fit state. It grew to become a superpower as never before and its influence became to be felt around the globe, but nowhere more so than in Africa. Many departments of France now lie throughout Africa. Until recently France has kept Germany as a number of small states, but the reunification came about in a war with strong parallels to the one of 1870. The fallout from the War of German Reunification saw the fall of the twelfth Republic and the auguration of the fourth empire.

Out of Russia, the old nation of the Ukraine become the leading nation. Likewise the out of the shattered People's Republic of China, a new nation of Manchuria has arisen. In the Far East, Japan has become a powerful trading nation, as has Australia, which remained untouched by the war.

The discovery in 2136 of the 'Stutter Warp', a working method of faster than light travel has enabled man to spread himself throughout 55 colonies on 29 'garden' worlds and various outposts on another 100 worlds within a few weeks travel from Earth. The 'Stutter Warp' allows a ship to travel a maximum of 7.7 light-years before having to discharge within the gravity well of a planetary system. The drive requires the rare metal 'tantalum', over which nations have gone to war, and ridden the rockets into space and riches. At the core there are two worlds, Earth and Tirane, the site of Man's first colony which orbits Alpha Centauri. Beyond that there lie three arms along which colonies have been discovered and settled. The American Arm, shared with Australia remains the least explored and the smallest.

It was along the Chinese Arm that the first contact with another intelligent race was discovered. A Manchurian survey ship discovered the Sung in 2248. The discovery of a second race, the Xiang, in the same star system by the Canadians led to war with the Sung when it became apparent that the Sung had enslaved them. The reasons for the enslavement were not as clear cut as they were portrayed at the time, but the Sung were very easily defeated and now look to man for new information. A third race was discovered along the Chinese Arm at almost the same time. Initial clues to their existence came in the form of ruins of a starfaring culture. It is now known that the Eber, contacted in 2259 had several colonies around other stars, but a war devastated these and destroyed their technology. Two subarms (known as fingers) have been colonized by Canada and many of the South American nations.

The French Arm is heavily dominated by the European Space Agency, which includes Azania (the former South Africa). To date the French Arm is the only one to have independent colonies. The three are Elysia, which fought the French government; Wellon on Tirane, granted independence by Britain; and Heidelsheimat, a Bavarian colony that refused to recognize the newly unified Germany. There have been two races contacted along the Arm. The first are the Pentapod, an aquatic race unlike any other. Friendly, the Pentapod are renowned for their biological products.

The second race was encountered at the far edge of Human space and remain the most mysterious to date. Dubbed the 'Kafers', they were encountered fleetingly in 2295 in the Acturus system. In 2297 they returned and attacked the outpost there, followed by a fully fledged invasion of the Eta Bootis system in 2298. Though driven off through the co-operation forged amongst the major space faring nations, this implacable foe remain entrenched on the colonies there. All has been quiet from the direction of Acturus for the last two years, but how long this will last is another matter. If these kafers return, then the alliance may well be needed again. It is still shaky, for many still do not forget the rivalries of their mother nations. (Matthew Pook and Søren Petersen

## CHARACTERISTICS

You buy the level of your characteristics from a pool of points given to you by the GM. In Fuzion 2300 This pool is 35 points. Characters will have 10 primary Characteristics, arranged into four groups.

**Buying Characteristics**

The power to buy Primary Characteristics comes from a pool of points called Characteristic Points (CP) when you make your character. In Fuzion: 2300 AD, this pool is 40 points. 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 CP in each Characteristic; the maximum level you can buy in any one characteristic is 7 for a normal human.

**How many points per Characteristic?**

Characteristics 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 takes over. Note also that many characters will have Characteristics and skills in a wide range of values.

**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 well you interact in social situations.

**___Combat Group**_____

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

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

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

_____Physical Group_____

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

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

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

_____**Movement Group**_____

**Movement** (MOVE)    Your speed of movement; running, swimming, leaping, etc. There is only one primary characteristic in this group.

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### 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. At this level, adventure is something that happens to others;.

**3-4 Points Competent**.
This is a reality that 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.

**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.

**7-8 Points: Incredible**.
Save for the feats of Olympic athelets, gorgeous super models, top sports stars, world leaders, and Nobel Prize winners.

**9-10 Points: Legendary**.
This is the best that a human can be and you probably won't ever find "real people" at this level unless they are Albert Einstien.

**10+ Points: Superheroic:**
At this point you have crossed into the realm of the superhuman.

**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 used in Fuzion: 2300 AD

**Stun** [BODY x 5]:                How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. MPORTANT: 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** [CON x 2]:        How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

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

**Endurance**  [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, which restores as much END as your REC (see above).

**Energy Defense** [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 select to move points from one to the other when you create the character (not afterwards!). The amount you can move may not be greater than one half the starting value. Example: With a CON of 6, I have 12 Energy Defense and 12 Stun Defense. I decide to beef up my SD at the cost of my ED, moving up to a max of 6 points from from one to the other.

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

When starting a new character in Fuzion:2300 AD; everything he/she owns or knows is purchased with Option Points (OP). A character gets 35 OP to start buying skills and perks with and may gain up to 35 more points from Complications

One way to get more Option Points when creating a character is to take on a few Complications—social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events to add to a character's background. 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 | Guidelines |
|---|---|---|
| Mild | 5 | May roleplay to overcome it or make everyday WILL+ Concentration role to overcome it. |
| Strong | 10 | Must roleplay it and make Competent |
| Severe | 15 | |
| Extreme | 20 | |

          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 role-playing. The final application is up to the GM. Round ALL decimal values down.

| Importance | Value | Guidelines |
|---|---|---|
| **Minor** | divide by 5 | Minor effect on combat or damage. -1 effect on skill rolls |
| **Major** | divide by 2 | Major effect on combat or skill rolls (-3) or x 1.5 damage |
| **Extreme** | x 1 | Extreme effect on combat or skill rolls (-5) or x2 damage |

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

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

**SPLIT PERSONALITY**. You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

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

## PHYSIOLOGICAL LIMITATIONS
These are Physical problems you must cope with:
**AGE.** You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce any 3 Characteristics (except Mental Group) by 3 (15).
**DYSLEXIA.** You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).
**EPILEPSY.** You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).
**MISSING LIMB.** Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).

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

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

**REDUCED SIGHT,.** You Are color blind (5). Need glasses(10). Are nearly blind or one-eyed (15). Are totally blind (20).

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

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

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


## 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 with-out getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

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

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

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

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

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

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

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


## ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their Intensity of enmity against you:

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

**EXTENT.** How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20) NOTE: Instead of using the normal Intensity table, use the following scale:

**INTENSITY.** What do they want from you? Are you: Being watched? (divide by5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).


## RESPONSIBILITIES

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

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

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

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

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


## COMPULSIVE BEHAVIORS

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

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

**HONESTY.** You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk

bodily harm or financial/social ruin (10). Risk life & limb (15).

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

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

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

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

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

## 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:2300 AD there are nine basic skill categories

| | |
|---|---|
| **Fighting Skills** | The ability to fight in hand to hand combat, or with melee weapon |
| **Ranged Weapon Skills** | Skills in using a ranged weapon, such as a gun or bow |
| **Awareness Skills** | Your awareness of your environment, noticing clues, etc. |
| **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 stagecraft. |
| **Education Skills** | Knowledge and training based on formal education or schooling. |

### 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. |

### FIGHTING SKILLS

**EVADE** Basic skill at getting out 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 all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc.(REF)

### RANGED WEAPON SKILLS

**AUTOFIRE WEAPONS** Use of machine-guns. full-autofire weapons and attacks, etc. (REF)

**ENERGY WEAPONS** Use of all energy weapons, lasers, plasma rifles etc.(REF)

**FIREARMS** Firing semi-automatic pistols, revolvers, rifles, and shotguns.(REF)

**GUNNERY** Firing vehicle-mounted weapons, Combat walker weapons, ship-mounted weapons and artillery. (REF)

**HEAVY WEAPONS** Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. (REF)

## AWARENESS SKILLS

CONCEALMENT You can hide things and find things that other people have hidden-- like important papers, weapons, jewels artifacts, drugs etc. (INT)

CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory and recall.(WILL)

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)

DEDUCTION This is the art of taking several facts and leaping to an inobvious conclusion. (INT)

LIP READING This skill enables the character to read someone's lips in order to tell what they are saying. The character must see the target's mouth clearly. (INT)

RECONNAISSANCE Knowledge of enemy troop formations, vehicles, weapons, etc. and the ability to stealthily scout them out and report their movements.(INT)

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 skill of animal handling, training, and care as applicable. (INT)

COMBAT WALKER Skills required to pilot a walker.(DEX)

DRIVING Driving cars, motorcycles, trucks, tanks, hovercraft, watercraft and other ground vehicles. This skill must be purchased for one class of vehicles.(DEX)

PILOT Flying prop craft, civilian jets, military jets, helicopters, spacecraft, interface craft, and remote vehicles. A specific class must be chose for this skill (DEX).

RIDING This skill enables a character to ride a living creature under difficult circumstances. The type of animal must be specified when buying this skill. (DEX)

ZERO-G The ability to move, work, and perform combat in a Zero Gravity environment. Without this skill, most actions are nearly impossible in Zero-G(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)

**CLIMBING** Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2m/y per phase

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)

CONVERSATION This ability allows you to extract information from people with careful use of 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 other's 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)

## TECHNIQUE SKILLS

BUGGING The ability to properly implant and operate listening, visual, or other sensing devices. (TECH)

CORTESCAN OPS Allows the character to accurately interrogate a subject using a cortescan(TECH)

DEMOLITIONS The ability to properly use, handle, set, and defuse explosives (TECH)

ELECTRONICS The ability identify , understand, repair, and rewire electronic devices. (TECH)

ENGINEERING The ability to design, repair, and master certain types of machinery or mechanical systems. Characters must specify which type of systems they are specialists in. Examples are Ship's Drives, Environmental, Structural, Powerplant etc.(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)

HACKING Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)

IMAGING This skill gives the ability to use various imaging devices. This includes standard photography, video cameras and any other advance imaging devices.(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)

P-SUIT The character knows the basics of wearing, maintaining, and operating a standard P-Suit.(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, given the proper time and equipment. (TECH)

WEAPONSMITH The character knows how to build, maintain and repair weapons of various types. The class of weapons (muscle-powered, firearms, autofire, energy or 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 identify. (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)

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)

VENTRILOQUIST The character can make his voice sound as if its coming from somewhere other than himself.

## EDUCATION SKILLS

ASTROGATION Knowing how to take sightings, use maps, charts, and software to plot courses.(INT)

BUREAUCRATICS You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)

BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)

**COMPUTER** 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, Bay City Police Department, paranormal law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)

FORENSIC MEDICINE This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)

**LANGUAGES** Must specify one particular language from language chart. See Language Chart(INT)

LINGUISTICS The ability to study and understand languages. This skill will allow characters to understand new/foreign languages without studying formal texts.(INT)

**LOCAL EXPERT** Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)

MEDICAL This skill allows a character to make diagnosis of medical problems, treat wounds, and operate automeds. Professional skill can also be purchased in order to enhance/specialize the medical training. A surgeon would have medical and professional skill surgeon(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, mason, secretary, 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)

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 OPERATIONS This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.) (TECH)

TACTICS The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)

**TEACHER** The ability to impart information or skills to other. (PRE)

**WRITING** The character is proficient in most aspects of formal writing, including technical writing. This skill also helpful in forging official documents and writing press releases.(INT)

Latvian
Lithuanian

Danish
Norwegian
Swedish

Gaelic
Welsh

Byelorussian
Russian
Unkrainian

Italian
Sardinian
Rumanian

German
Yiddish

Hindustani
Nepalese
Punjabi
Romany
Sinhalese
Bengali

Czechoslovakian
Polish

Catalan
Portugese
Spanish

Afrikaans
Dutch

Bulgarian
Macedonian
Serbo-Croatian
Slovenian

French

English

Armenian

Latin

Greek

Albanian

Persian

Arabic

Estonian
Finnish

Mandarin

Indonesian
Malay

Hebrew

Hungarian

Cantonese
Fukienese
Hakka
Wu

Javanese
Sundanese

Berber
Hausa

Turkish
Mongol

Tagalog

Basque
Georgian
Japanese
Korean
Swahili

Burmese
Thai

Telugu

Cambodian
Vietnamese

Ancient Mayan
Native Languages

Malayalam
Tamil

**Languages**

| Fluency | Level/Points |
|---|---|
| Basic Conversation | 1 |
| Fluent conversation | 2 |
| Completely fluent w/accent | 3 |
| Idiomatic, native accent | 4 |
| Imitate dialects | 5 |

**Language Chart Notes**

The languages connected by a thin box with rounded corners have 4 points/levels of similarity. This means that these languages are so similar that they overlap; for instance, a character who speaks German at the 4th level can effectively speak Yiddish at the 2$^{nd}$ level of expertise. A character with levels in one of the languages in a 4 point similarity group has half those levels in all other languages in that group up to a maximum level of 3.

The languages enclosed by a thick box with rounded corners have 3 levels/points of similarity; characters with 2 levels in any language in that group may make a roll to understand phrases in other languages in that group. Also, other languages in that group are ½ cost to learn.

Languages enclosed by a thin box with square corners have 2 points/levels of similarity; characters may learn such languages at ½ cost if they already speak one of the languages.

Languages enclosed by a thick box with square corners have 1 point/levels of similarity; there is no bonus to learn these languages.

CORRECTION: Persian and Arabic should be enclosed in a box with thick lines and rounded corners, not square corners.

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 are available in Fuzion:2300 AD. 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**

**AMBIDEXTERITY:** You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).

**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.

**INTUITION:**          You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.

**LIGHTNINGCALCULATOR:** You can automatically do complex mathematical operations in your head without using any aids.

**LIGHT SLEEPER:** You wake instantly from even the lightest touch or smallest sound (no Perception check required).

**PERFECT PITCH:** You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).

**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).

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 affectation; 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 |
|---|
| HIGH IMPACT.................….......X3 |

**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.

### SAMPLE MEMBERSHIPS AND LICENSES IN FUZION:2300 AD

| | |
|---|---|
| POLICE OFFICER | 2 |
| POLICE LIEUTENANT | 4 |
| POLICE CAPTAIN | 6 |
| FEDERAL AGENT | 4 |
| SENIOR FEDERAL AGENT | 6 |
| LICENSE TO PRACTICE MEDICINE | 3 |
| GUN PERMIT | 3 |
| PASSPORT | 0 |
| DRIVER'S LICENSE | 1 |
| PILOT'S LICENSE | 3 |
| PROFESSIONAL LICENSE | 2 |
| EMT  CERTIFICATTION | 1 |
| TEACHING CREDENTIAL | 1 |
| AR | 2 |
| NARL | 2 |
| Life Foundation | 1 |

The following is a list of martial arts available in Fuzion:2300 AD.

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

**CAPOEIRA**          This dance-like martial art of Brazil is extremely colorful.  Its practictioners make acrobatic twirls in combat and can launch brutal kicks while standing on their hands.

**COMMANDO TRAINING:** Commando Training is a mixture of different maneuvers from many martial arts. It is        not a true martial art, but does give its user a variety of options.

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

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

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

**SAVATE:** (*boxe Francais savate*) is the French martial art which concentrates on kicks with a few hand-strikes.

**TAE KWON DO**     Similar in philosopy to Karate, this Korean art places more emphasis on kicks.  It is derived from several Korean arts prevalent during the 1900's and is known by its signature Flying Side Kick, which was developed to unhorse mounted opponents

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

Can't Find Something You Like? Get creative! You build your own using the various techniques listed on the next page (each technique costs 1.5 points What Do I Get for the Points? In addition to the techniques of their schools (you can take more than one), all characters with Martial Artists abilities may increase the power of their attacks by taking the option of EXTRA DAMAGE. This allows the character to do more damage with martial arts maneuvers than his Strength might otherwise indicate. Each level of Extra

Damage purchased adds +1D6 damage or +1 STR to the effect of the
maneuver, as appropriate. Extra Damage Costs 2 Option Points per level.

| Action | Akido | Capoeira | Commando Training | Kung Fu | Karate | Judo | Savate | Tae Kwon Do |
|---|---|---|---|---|---|---|---|---|
| Basic Strike | | X | X | X | X | | X | X |
| Breakfall | X | | | | | X | | |
| Defensive Strike | X | | | | | | | X |
| Ki Strike | | | | | | | | |
| Killing Strike | | X | X | X | X | | | X |
| Martial Arts Weapons | | | X | X | | | X | X |
| Martial Block | X | | X | X | X | | X | X |
| Martial Disarm | X | | | X | X | X | X | |
| Martial Dodge | X | X | | X | X | | | |
| Martial Escape | X | | | | | X | | |
| Martial Grab | X | | X | X | | X | | |
| Martial Throw | X | X | X | X | | X | X | X |
| Nerve Strike | | | | | | | | |
| Offensive Strike | | X | | | X | | X | X |
| Sacrifice Throw | | | | | | X | | |
| Total Point Cost of Style | 16 | 10 | 12 | 16 | 12 | 12 | 12 | 14 |

**BASIC STRIKE:** The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DEX.
**BREAKFALL:** The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.
**DEFENSIVE STRIKE:** This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really damaging his opponent. Adds +1 to REF, +3 to DEX.
**KI STRIKE:** with the proper training, and proper strength of will, some characters can make hand-to-hand attacks at range. As it is difficult to project your ki over a great distance, the damage of this attack decreases with distance.
**KILLING STRIKE:** This attacks allows the character to do killing damage attacks without
using a weapon. A Killing Strike can be striking a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.
**MARTIAL ARTS WEAPONS:** The character is trained in the use of martial arts weapons, and can use these weapons with his martial arts Actions.

**MARTIAL BLOCK:** This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DEX, REF
**MARTIAL DISARM:** The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.
**MARTIAL DODGE:** You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DEX for dodging purposes that phase
**MARTIAL ESCAPE:** You've been taught how to get out of even the strongest grab or hold, adding +3 to your STR for escape purposes
**MARTIAL GRAB:** The character has been trained on how to grab and hold his foes.
**MARTIAL THROW:** Instead of striking, a character with the Martial Artist Talent may declare he is throwing his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defender is prone, and must act after the attacker next round regardless of their Initiative rolls. A thrown target may not use his Athletics skill

to automatically roll to his feet; he must spend one action instead.

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

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

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

# GETTING INTO ACTION

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.

### 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 P HASE =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

# 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:** (Non-Combat Move) Use this Action to move faster each phase—up to your full Sprint speed, but at 1/2 DEX and 0 REF while doing so.

**Other Action:** Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How

## Basic Action Summary

| Actions | Notes |
|---|---|
| Attack | (Shoot or Strike) Make Attack (optionally, add modifiers); aut-ofire 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 1die for every 5m/yds moved. You also take half that damage yourself.

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

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

**Wait:** Allows you to interrupt another player's actions during their turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you must announce, when your part of the phase comes up, that you are planning to Wait. The important word to include in this announcement is until, stating what condition must be met before you will act. An example might be, "I wait until Bob moves," or "I wait until I can see the whites of his eyes." If the conditions of your wait are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to interrupt someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to 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 FILL BLANK 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 bookeeping, 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!

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But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where 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**).

A T T A C K E R ' S   A V                    D E F E N D E R ' S   D V
**CHAR+SKILL+DIE ROLL  vs 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 event 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 | |

# Using Your Skills

**U**sing 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 mental .................................................................................INT
...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, stress ...........................................................WILL
...manipulating tools, instruments or having technical affinity.......................................TECH
...an issue of speed, such as races of swimming, skating or skiing;
 running, swimming feats  ........................................................................MOVE
...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, shock ....................CON

...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 Kandr Zahn (again)

Kandr decides that he's going to try to FILL BLANK. The GM rules that this is a hand-eye thing, requiring Kandr's REF Characteristic. The Skill will be FILL BLANK. Since FILL BLANK. is a task that most people can't easily do, the GM rules that this will be a Competent level task (18).

Kandr's REF is 7, his FILL BLANK.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 it's effects. The rules for this depend on which dice option you are using:

• **If you're rolling D10:** On a natural roll of 10, you've scored a critical success. Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.

• **If you're rolling 3D6:** On a natural roll of 18, roll two additional D6's and add this result to your original roll.

## ...and Critical Failure

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

• If you're rolling D10: On a natural roll of 1, roll an another 1D10 and subtract the result from your first roll.

• If you're rolling 3D6: On a natural roll of all 1's, roll two additional D6's and subtract the result from your first roll.
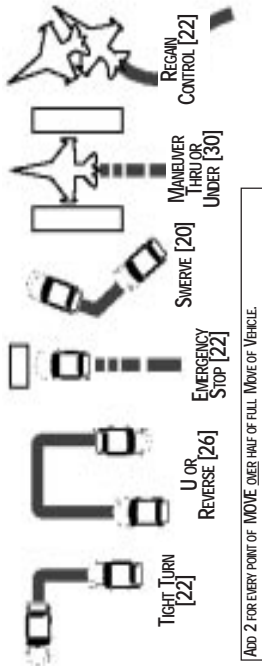
# Driving & Piloting Actions

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

REGAIN CONTROL [22]

MANEUVER THRU OR UNDER [30]

SWERVE [20]

EMERGENCY STOP [22]

U OR REVERSE [26]

TIGHT TURN [22]

ADD 2 FOR EVERY POINT OF MOVE OVER HALF OF FULL MOVE OF VEHICLE.

## Dogfighting I: Results Table

TIED ROLL: No Aim

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 >

---

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 bwteeen 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.

# CONFLICT & COMBAT

T he most important type of Action you'll encounter in a Fuzion game will proba-
bly 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 char-
acter—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 every-
one 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, bul-
lets, 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 gam-
ing hex map, characters "face" through any
three adjacent sides of the hex they are stand-
ing in.

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

# 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 |
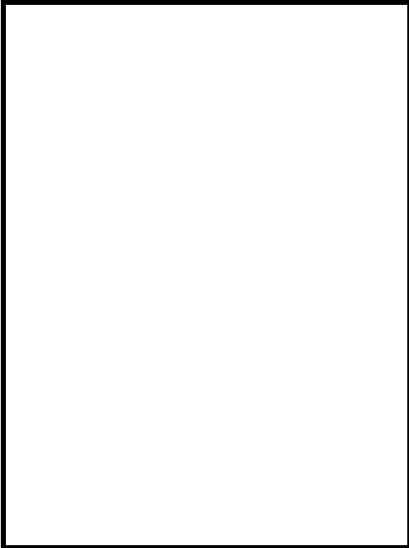
## Making Autofire Work for You!

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?

Although FILL BLANK is supposed to be a FILL BLANK style world, in reality it is closer to the style of an action movie. Our suggestion is to set the autofire dial on two 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÷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 FILL BLANK game. But who knows what mental powers you may want to give your perfect soldiers? By using the *Champions:New Millennium* game (also Fuzion powered), you have the option of creating horrible supernatural abilities far beyond mortal Astragius Man. Just in case.

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 you 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 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 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 bucketfulls 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 | Equals 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÷10) and multiply that result (let's say 6+4+3+3+1+3=20) by 10 (20x10=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.

## 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.

## 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.

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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 animé. 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, animé, 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.

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**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. 4x50=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.

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# 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.
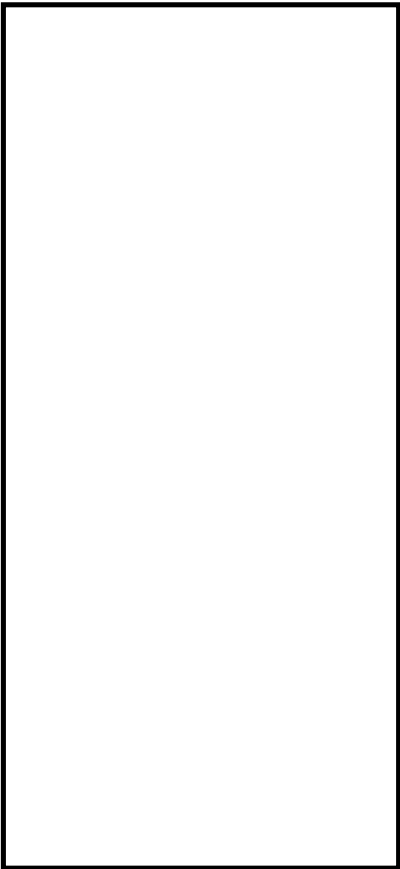
### Destroying Things that have SDP or Kills

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 Whees 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.*

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# 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.

**G**uns and swords aren't the only thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment:

**Cumulative Environmental Effects:** Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

Each of these are effects of the environment that harm you through accumulation; shock and poison by continual damage to your body or will, asphixation through accumulated lack of air.

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

| Type | Mild | Intense | Deadly |
|------|------|---------|--------|
| DC | 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÷10=3). However, since it weighs 30 tons, it takes an additional 3 Kills (30÷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÷10=9). However, since it weighs 65 tons, it takes an additional 6 Kills (65÷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 MOVE÷10= 6 Kills, plus 3 more Kills for the total Weight (30.5 tons÷10)

• The **car** takes 630 Hits (60 MOVE÷3=20 Hits, plus 600 additional Hits for the total weight (60,000lbs÷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.

# 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.

## UNIT                                              CP

| | |
|---|---|
| Weight | Computer |
| Operational Time | Move |
| Maneuver Value | Run/Sprint |
| Strength | Special Move |
| Armor | Cruise/Max |
| Structure | |

| Armament | WA | Rng | Dmg | Loc | Special Notes |
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| Special Systems : | | | | | |
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## POWERS

| Power or Attack | Skill | RNG | DAM | END | ROF | COST |
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| Defensive or Other Power | Skill | COST |
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## LIFEPATH

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