

FUZION®

jazz



Fuzion Jazz v 1.2
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WHAT IS THIS?

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Fuzion Jazz is a variant of the **Fuzion** role-playing game system. Fuzion™ is the FUZION Labs Group™ trademark for its multigenre game system. **Fuzion Jazz** differs from its parent system in that the number of characteristics has been reduced, the manner in which damage is inflicted has been simplified, and the Powers section has been considerably expanded (largely adapted from **Hero System**, one of the parent systems of Fuzion and a wonderful game system in its own right). This is obviously not a replacement for Fuzion or Hero System: I recommend you purchase either Hero Games' **Champions: New Millenium** or the ultra-fine **Champions 5th Edition** coming soon to game store near you. Better yet, buy both!

For rough conversion notes between **Fuzion Jazz**, Fuzion, and Hero System, see the Designer Notes at the end of this document.

CHARACTER GENERATION

Characters are built with Characteristic Points (CP), Skill Points (SP), and Power Points (PP), which are not interchangeable. Everything your character is will be bought with these points. Around 15 CP and 20 SP is a healthy "normal" person, but your character is probably not a normal person and will start off with more than this.

Campaign Style	CP	SP	Campaign Power Level	PP
Everyday [realistic]	15	20	Powers Unheard Of [semi-realistic]	5
Competent [elite, semi-realistic]	20	30	Powers Rare [X-Files]	15
Heroic [TV action show]	30	40	Powers Uncommon [Punisher]	40
Incredible [Olympics, action movie]	40	50	Powers Common [Spider Man]	60
Legendary [blockbuster action movie]	50	60	Powers Very Common [X-Men]	80
Superheroic [comic books, myths]	60	70	Cosmic Powers [Sandman]	120+

If you are given Power Points with which to build your character, you might be able (with the GM's permission) to trade one level of Power Level for one level of Campaign Style. For example, a typical superhero game would be *Campaign Style: Incredible* and *Power Level: Comon*. With the GM's permission a character in such a game could be built with points based on *Campaign Style: Legendary* and *Power Level: Uncomon*. This will not be appropriate for all campaigns.

Complications

These are character traits that gain you Skill Points. Depending on the type of campaign, there will be a limit to how many Complications you are allowed to have (generally, no more than one-fifth of your base SP).

Background - Gain 5 SP for a 500 word character description.

Enemy - Gain 5 SP if you are an outlaw, hated and/or hunted, or 10 SP if they're more powerful than you.

Gruesome - Gain 5 SP if the sight of you makes children cry.

Physical Disability - Gain 5 SP for -1 penalty on a class of actions, or 10 SP for a -2 penalty.

Psychological Disability - Gain 5 SP for a minor mental problem, or 10 SP for a major one.

Vulnerability - Gain 5 SP to take x1½ damage from an uncommon type of attack, or 10 SP for a common one. Note that damage is multiplied **before** penetrating armor.

Characteristics

Characteristics or “Stats” are purchased with Characteristic Points (CP). Normal human beings typically have Stats in the 2 to 4 range.

Stat	Human Norm	Heroic Level	Human Max	
STR	2-4	5-6	7	Strength - physical strength, potency
CON	2-4	5-6	7	Constitution - health, recovery, stamina
INT	2-4	5-6	7	Intelligence - acumen, perception
WIL	2-4	5-6	7	Willpower - persistence, presence, chi
AGL	2-4	5-6	7	Agility - manual dexterity, coordination
MOV	2-4	5-6	7	Movement - getting from A to B

There are also a few Derived Characteristics, which are based on Primary Characteristics and can't normally be modified directly.

Stat	Base	
SD	CONx2	Stun Defense - how resistant you are to Stun damage
Hits	CONx5	Hits - how long it takes to knock you out or kill you
Run	MOVx2	Run - combat move (meters in 3 seconds)
Sprint	MOVx4	Sprint - non-combat move (meters in 3 seconds) *
Swim	MOVx1	Swim - water move (meters in 3 seconds)
Leap	MOVx1	Leap - horizontal move (meters from start to finish)

* AV is 0, DV is x½

Skills

Skills are mainly those abilities which you have deliberately trained yourself in. Skills are purchased with Skill Points (SP).

Skill	Description	Example: Hand-to-Hand
0	Incompetent	Untrained
1-2	Everyday	Barroom brawler
3-4	Competent	Black belt
5-6	Heroic	Master (4th degree)
7-8	Incredible	7th degree
9-10	Legendary	Grandmaster
10+	Superheroic	Kung Fu Action Theatre

Everyone Skills are things generally known by everyone in a specific culture or time period, free of charge. In a modern-day game, for example, you might get your native **Language**, **Local Knowledge**, **Athletics**, **Climbing**, **Concealment**, **Education**, **Hand-to-Hand**, **Perception**, and **Stealth** at a starting level of 2.

Typical 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. (AGL)

Acting

The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide her true identity. (WIL)

Animal Handler

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

Athletics

Basic Athletics skills; dodging, escaping, throwing, swimming. (AGL)

Bribery

A character with this skill knows when to bribe someone, how to approach her, and how much to offer. (WIL)

Bugging

The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (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. (WIL)

Business

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

Climbing

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

Computer Programming

The ability to program and operate computers. (INT)

Concealment

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

Concentration

The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and mental Powers. (WIL)

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. (AGL)

Conversation

This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes she is being pumped for information. (WIL)

Criminology

You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (INT)

Cryptography

The ability to solve simple ciphers and encrypt or decode messages. (INT)

Deduction

This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)

Demolitions

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

Disguise

The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (WIL)

Driving

Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (AGL)

Education

General knowledge, such as math, history, science, trivia, or current events. (INT)

Electronics

The ability to identify, understand, repair, and rewire electronic devices. (INT)

Etiquette

The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (WIL)

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. (INT)

Forgery

The ability to create false documents, identification, currency, and so forth. (INT)

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. (INT)

Hand to Hand

Basic skill at fighting with your hands, as well as using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc.. Adding Martial Arts allows the character to use Martial Arts maneuvers. (AGL)

Heavy Weapons

Use of stationary military weapons such as RPGs, mortars, rockets, hand-held missiles, vehicle-mounted weapons, artillery, etc. (INT)

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. (WIL)

Inventor

This skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary science skills in the field she is working in. (INT)

Languages

Must specify one particular language. All others in that Language Family are at ½ of primary. (1pt. fluent, 2pt. native)
Some (loose) Language Families:

Latin-based: French, Spanish, Italian.

Chinese: Mandarin, Cantonese, Hakka, Thai.

North Asian: Japanese, Korean.

South Asian: Thai, Burmese.

Slavic: Russian, Polish, Czech.

Germanic: German, Dutch, English, Swiss.

Scandinavian: Danish, Norwegian, Swedish.

Mid-Eastern: Arabic, Persian, Hebrew, Berber.

Computer: BASIC, C++, Fortran, Cobol.

Lip Reading

This skill enables the character to read someone's lips in order to tell what she is saying. The character must be able to see her target's mouth clearly. (INT)

Local Knowledge

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

Lockpicking

This skill allows the character to open key, combination, electronic, and magnetic locks. (INT)

Mechanics

Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (INT)

Mimicry

The ability to perfectly imitate someone else's voice. (WIL)

Navigation

Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)

Oratory

The ability to speak to an audience and to deliver a convincing presentation. (WIL)

Paramedic

This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (INT)

Perception

The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. (INT)

Persuasion

The ability to convince, persuade, or influence individuals. (WIL)

Performance

The ability to sing, dance, play, or otherwise entertain. (WIL)

Pilot

Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. (AGL)

Profession

The ability to perform a certain profession (such as hockey player, mason, plumber, secretary, taxi driver, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice her profession. (Varies)

CHARACTER GENERATION: SKILLS

Ranged Combat

Use of muscle-powered weapons such as bows, crossbows, slings, slingshots, etc., as well as small arms such as pistols, rifles, shotguns, machine-guns, etc. (AGL)

Research

Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (INT)

Resistance

The character can resist interrogation, domination, and mental Powers. (WIL)

Riding

This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (AGL)

Science

Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (INT)

Security Systems

The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. (INT)

Seduction

The ability to gain others' trust by offering companionship or favors. (WIL)

Shadowing

The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

Sleight of Hand

The ability to palm items, fool the eye, perform magic tricks, etc. (AGL)

Stealth

The ability to hide in shadows, move silently or avoid detection in combat situations. (AGL)

Streetwise

This skill gives the character knowledge of the seamy side of civilization: she knows how to find the black market, talk to thugs, gain information, and so on. (WIL)

Style

A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look her best. (WIL)

Surveillance

The ability to set up a static surveillance of a subject without having it detected. (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 Operation

This skill allows the character to operate various pieces of electronic equipment, from Radar and microwave transmitters to VCRs and microwave ovens. (INT)

Tactics

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

Teaching

The ability to impart information or skills to others. (WIL)

Tracking

The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

Trading

The ability to strike a good bargain with a merchant or customer. (WIL)

Use Power

The ability to use a paranormal power or supernatural skill. This must be bought for the various groups of powers the character might have, such as her attack Multipower, her flight, and so forth. (Varies)

Ventriloquist

The character can make her voice sound as if it's coming from somewhere other than herself. (WIL)

Weaponsmith

The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (INT)

Martial Arts

Martial Arts techniques allow a character to perform advanced Hand-to-Hand combat maneuvers that do additional damage and have special Attack Value and Defense Value modifiers. The actual Martial Art style the character practices (Karate, Street Brawling, etc.) is up to the player and GM to figure out. The player should purchase a minimum of six Martial Arts maneuvers. Each Martial Arts maneuver costs 2 SP.

Maneuver	AV	DV	Description
Ki Strike	-2	+0	(STR)d6 Strike, Ranged: trade 1d6 for each meter to target.
Killing Strike	-2	+0	(STR - 2)d6 Strike; Killing
Defensive Strike	+1	+3	(STR)d6 Strike
Cautious Strike	+0	+2	(STR + 1)d6 Strike
Basic Strike	+1	+1	(STR + 1)d6 Strike
Fast Strike	+2	+0	(STR + 1)d6 Strike
Offensive Strike	-2	+1	(STR + 2)d6 Strike
Sacrifice Strike	+2	-4	(STR + 2)d6 Strike
Martial Throw	+0	+0	(STR)d6 Strike; Target Falls
Legsweep	+1	-1	(STR)d6 Strike; Target Falls
Sacrifice Throw	+2	+0	(STR)d6 Strike; Target Falls; You Fall
Cautious Disarm	-1	+1	+2 STR to Grab weapon
Basic Disarm	+0	+0	+2 STR to Grab weapon
Sacrifice Disarm	+2	-2	+2 STR to Grab weapon
Martial Grab	+0	+0	Grab, +2 STR for holding on
Martial Escape	+0	+0	+3 STR vs. Grabs
Nerve Strike	-2	+0	2d6 NND (1)
Choke Hold	-2	-1	2d6 NND (2); Grab
Defensive Block	+1	+3	Block; Abort
Martial Block	+2	+2	Block; Abort
Martial Dodge	+0	+5	Dodge; Abort
Breakfall	+0	+0	Take ½ normal falling damage, regain feet as a free Action.
Defense Maneuver	+0	+0	No attacks from behind (3)
Martial Arts Weapons	+0	+0	May use weapons with Martial Arts combat maneuvers.

- 1) The defense for this No Normal Defense attack is having rigid armor, or having Lack of Weakness.
- 2) The defense for this No Normal Defense attack is having armor on the neck, or not needing to breathe.
- 3) The character can move rapidly in hand-to-hand combat so that no one can attack her directly from behind. This combat maneuver can be performed in conjunction with any other combat maneuver, at no penalty.

All characters with Martial Artist abilities may increase the power of their attacks by taking Extra Damage, up to the level permitted by the GM and the campaign style. This allows the character to do more damage with Martial Arts maneuvers than her 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 SP per level.

Talents

Talents are exceptional abilities that a normal human **can** have, but that most humans do not have. In a game where the players are supposed to be portraying characters within the range of human possibility, they could probably purchase Talents, but not Powers. The list of Talents below is a general one; which ones are available depends on the GM and the campaign setting. Each one of these Talents costs 3 SP each. If the Talent is listed with a "(+)", levels can be taken in the Talent, and each additional level will cost another 3 SP.

Acute Senses (+)

One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.

Ambidexterity

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

Animal Empathy

Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.

Blind Reaction

You can counterattack (in hand-to-hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.

Combat Sense (+)

Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only).

Common Sense

You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. She doesn't have to specify the danger, just that "this might not be a smart idea..."

Cramming

The character can study a subject intensively for several hours, and be familiar enough with the subject to bluff her way past employment interviews and essay tests. The knowledge will fade quickly (in a day or so) unless the character studies continuously.

Danger Sense (+)

To make a Danger Sense roll, the player rolls 3d6 and adds this to her character's level of Danger Sense. If this number is equal to or greater than the Difficulty (assigned by the GM; usually 8) + 10 of the task at hand, the character successfully senses the danger. The GM doesn't have to specify the danger, just that "something is not quite right..."

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 nearly 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.

Extraordinary Beauty (+)

You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Style skills for each level taken. At the max of four levels, your godlike appearance inspires stupefied awe in normal people.

Fast Draw

The character can ready a one-handed weapon without using a Phase. If the character wishes to draw and fire in a single Phase, she does not incur the standard -3 AV penalty. Contests between characters who both have Fast Draw are resolved with AGL rolls.

High Pain Threshold

You are especially resistant to pain and shock. When wounded, you will reduce the amount of Stun taken by 2 points each time and the effects of Impairing wounds (when used) by -2.

Immunity (+)

You are immune to the effects of one specific poison or disease group (must specify).

Intuition

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

Lightning Calculator

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

Light Sleeper

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

Longevity

You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.

Night Vision

You can see in all but absolute darkness.

Perfect Pitch

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

Simulate Death

You can lower your heart rate and breathing to such a low level that it is a Formidable Difficulty task (DV 20) to tell whether you are dead or not.

Speed Reader

You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).

Time Sense

You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

Perks & Privileges

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Skill Points just like any Skill, and the level of the Perk functions as a value gauge of how powerful the Perk is (1 being lowest, 10 being best); level 8 or 9 is pretty damned impressive.

Once the GM has established the level of the Perk, she 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. If the GM thinks that a Perk is either too important for a PC to have, or too trivial to bother paying points for, then the character doesn't buy it.

Perk Impact	Multiply Cost By
Extraordinary	x4
Major	x3
Significant	x2
Minimal	x1

CHARACTER GENERATION: PERKS & PRIVILEGES

Contact

1 SP 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 SP per favor

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.

License

1 SP 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.

Membership

1 SP per level

You can call upon the resources of an organization, person, government, or group-but you also have responsibilities. 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.

Renown

1 SP per level

Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you’re nationally known; at 9 you’re an international figure.

Wealth

1 SP per level

Characters are assumed to be lower middle class, but Wealth boosts your lifestyle. Spending 1 SP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3-4, you are well-to-do and have more than enough money to support yourself; you can afford costly hobbies, and have an expensive home. At 6 you’re rich; you can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you’re a millionaire, can live anywhere and buy almost anything you want (although the requirements of maintaining your fortune will likely mean that you do not have the leisure time to enjoy it — contrary to popular belief, very wealthy people tend to work very long hours).

Generally, players are discouraged from keeping track of their money directly — it’s a lot of tedious bookkeeping. However, there may be times when you’ll absolutely need to know if you can buy that Caribbean island. In this case, you might use the following rule: at Wealth 1, the player has a disposable income of \$1,000 per week; this value doubles for each additional level of Wealth. This means at Wealth 10, you could spend over 26 million dollars a year. Wealth is a fleeting thing, however, and how a character starts the game is no guarantee that her fortunes will not decline (or improve) thereafter.

POWERS

Powers are abilities that a normal human cannot learn to do. A normal human can learn to pick locks; a normal human cannot learn to levitate (Running and Swimming being notable exceptions to this rule of thumb). A list of the various Powers and their pertinent game characteristics is listed on the next page.

- Instant** Powers operate only momentarily, after which their effects remain behind. A Ranged Blast lasts but a moment, but the hole it leaves is permanent (relatively speaking).
- Constant** Powers are those which the character must activate, but then may remain in operation as long as the character desires and is conscious. A character may stay aloft with Flight as long as she is awake to keep to the Power activated.
- Persistent** Powers are always active, and do not require activation by the character. A character's Armor is active whether she is awake and aware or not.
- Range** indicates that the power has a maximum effective range of twenty-five meters for each 1 point of the Power's Base Cost.

Absorption

For each point a character spends, she gets 3 points of Absorption. The total Absorption is the maximum amount of damage she can Absorb from damaging attacks in a single Phase (before defenses are applied) and channel into her Characteristics and Powers (in the form of Characteristic Points or Power Points). Each 3 points of damage she Absorbs during a Phase gives her 1 Characteristic Point or 1 Power Point, which she may then add to any of her Characteristics or Powers. The maximum total that may be Absorbed is six times the number of Base Points in Absorption (double the amount she can Absorb from a single attack). Where the Absorbed points go must be chosen when the Power is bought, and may not be changed thereafter (this could be a single Power, or the points could be apportioned between several Powers). Absorption does not provide any defense to the character: the Absorbed damage still inflicts Hits if it exceeds the character's defenses. The Absorbed Power Points fade at the rate of one Power Point per Turn.

Cost: 1 point for 3 pts. Absorption (3 damage = 1 Characteristic Point or Power Point), maximum Absorbed = 6x points in Absorption

Aid

Aid allows one character to temporarily add Power Points to another character's Characteristic or Power. For each point of Aid a character has, she can add 1 to a target's Characteristic or Power. The maximum number of points that may be Aided in one Action is equal to the number of Base Points in Aid. The maximum total that may be Aided to a specific character's Characteristic or Power is double the number of Base Points in Aid. Where the Aided points go must be chosen when the Aid is bought, and may not be changed thereafter (this could be a single Characteristic or Power, or the points could be apportioned between several Powers). The Aided points fade at the rate of one Power Point per Turn (down to the Aided Power's normal value).

Cost: 1 point for 1 point Aid, maximum Aided = 2x points in Aid

Armor

Armor costs 1 point for 2/2 Killing Defense (this is read as 2 points of Killing Defense, and 2 points of Stun Defense).

Cost: 1 point for 2/2 Killing Defense

POWERS

Power	Duration	Target	Range
Absorption	Persistent	Self Only	—
Aid	Instant	Target's DV	No
Armor	Persistent	Self Only	—
Change Environment	Constant	2 Meter Radius	Yes
Clairsentience	Constant	2 Meter Radius	Yes
Clinging	Persistent	Self Only	—
Damage Reduction	Persistent	Self Only	—
Darkness	Constant	2 Meter Radius	Yes
Density Increase	Constant	Self Only	—
Dispel	Instant	Target's DV	Yes
Drain	Instant	Target's DV	No
Duplication	Persistent	Self Only	—
Enhanced Senses	Persistent	Self Only	—
Entangle	Instant	Target's DV	Yes
Extra Limbs	Persistent	Self Only	—
Extra Actions	Constant	Self Only	—
Faster-Than-Light Travel	Constant	Self Only	—
Find Weakness	Instant	Target's DV	Yes
Flash	Instant	Target's DV	Yes
Flash Defense	Persistent	Self Only	—
Flight	Constant	Self Only	—
Force Field	Constant	Self Only	—
Force Wall	Constant	2 Meter Width	Yes
Gliding	Constant	Self Only	—
Growth	Constant	Self Only	—
Hand-to-Hand Blast	Instant	Target's DV	No
Images	Constant	2 Meter Radius	Yes
Instant Change	Instant	Self Only	—
Intangibility	Constant	Self Only	—
Interdimensional Movement	Constant	Self Only	—
Invisibility	Constant	Self Only	—
Knockback Resistance	Persistent	Self Only	—
Lack of Weakness	Persistent	Self Only	—
Life Support	Persistent	Self Only	—
Mental Blast	Instant	Target's MDV	Yes
Mental Defense	Persistent	Target's MDV	No
Mental Illusions	Instant	Target's MDV	Yes
Mind Control	Instant	Target's MDV	Yes
Mind Link	Persistent	Target's MDV	Yes
Mind Scan	Instant	Target's MDV	Yes
Missile Deflection & Reflection	Persistent	Self Only	—
Multiform	Persistent	Self Only	—
Power Defense	Persistent	Self Only	—
Ranged Blast	Instant	Target's DV	Yes
Running	Constant	Self Only	—
Shapeshift	Constant	Self Only	—
Shrinking	Constant	Self Only	—
Stretching	Constant	Self Only	—
Summon	Instant	Special	No
Superleap	Constant	Self Only	—
Suppress	Constant	Target's DV	Yes
Swimming	Constant	Self Only	—
Swinging	Constant	Self Only	—
Telekinesis	Constant	Target's DV	Yes
Telepathy	Instant	Target's MDV	Yes
Teleportation	Constant	Self Only	—
Transfer	Instant	Target's DV	No
Transform	Instant	Target's DV	Yes
Tunneling	Constant	Self Only	—

Change Environment

The character can make small changes in her surroundings, as long as those changes do not mimic or replace standard Powers. Change Environment costs 1 point to impose a specific non-combat effect (creating a strong magnetic field, for example). Spending an additional point allows the character to impose any effect within a given range of effects (creating a field of any type of electromagnetic energy, for example). By default, Change Environment affects a 2 meter radius. This area may be increased by purchasing the Affects an Area Advantage.

Cost: 1 point to impose a single effect, 2 points to impose a range of effects

Clairsentience

A character can place the focus of her senses at a distance from herself equal to range of the Power. Being able to use one of her senses at range costs 4 points. Each additional sense costs 1 point, and each additional Sense Group costs 2 points. Seeing into the past costs 4 points. Seeing into the future costs 4 points. Seeing into a related group of other dimensions costs 4 points.

Cost: 4 points for 1 sense at range, +1 point for +1 sense, +2 points for +1 Sense Group, 4 points to see the past, 4 points to see the future, 4 points to see into other dimensions

Clinging

For 2 points, the character may move on walls, ceilings, and other surfaces as if they were level. The strength holding the character to the surface is equal to her natural Strength. This Strength may be increased by 2 Strength for each 1 additional point spent.

Cost: 2 points, +2 Strength Clinging for +1 points

Damage Reduction

Damage Reduction reduces the number of Hits a character takes after all of her other defenses are applied to an attack. The cost of the Damage Reduction depends on how much damage is reduced, and on whether the Damage Reduction is effective against Killing damage (all types of Damage Reduction are effective against Stun attacks, as well as Limited Defense and No Normal Defense attacks). Damage Reduction cannot reduce an attack to less than 1 point of damage.

Damage Reduction	Stun Damage Only	Stun and Killing
25% Reduction	2 Points	3 Points
50% Reduction	4 Points	6 Points
75% Reduction	8 Points	12 Points

Cost: varies

Darkness

For 2 points, Darkness allows a character to erect a field that is opaque to a single sense (usually normal vision, thus the name). Additional senses may be obscured for an additional 1 point each. Entire Sense Groups may be obscured for 2 points each. By default, Darkness affects a 2 meter radius. This area may be increased by purchasing the Affects an Area Advantage.

Cost: 2 points to block 1 sense, +1 point for each additional sense, +2 points for each Sense Group blocked

POWERS: DENSITY INCREASE

Density Increase

Density Increase makes a character more massive (but no larger) than normal. Each 1 point spent on Density Increase gives the character:

- x2 Mass
- +1 Strength
- +1 Stun Defense
- 2 meters Knockback

Mass	STR	SD	KB	Points
100 kg	+0	+0	-0m	0
200 kg	+1	+1	-2m	1
400 kg	+2	+2	-4m	2
800 kg	+3	+3	-6m	3
1.6 t	+4	+4	-8m	4
3.2 t	+5	+5	-10m	5
6.4 t	+6	+6	-12m	6
12.8 t	+7	+7	-14m	7
25.6 t	+8	+8	-16m	8
51.2 t	+9	+9	-18m	9

Cost: 1 point for x2 mass, +1 STR, +1 SD, -2 meters Knockback

Dispel

Dispel allows a character to shut off another character's Power. For each Base Point in Dispel, the character gets 6 pts. of Dispel. If the total of the Dispel is more than the Effective Cost of the target's Power, the Power is deactivated (the target can reactivate the Power on her next Phase). The Power which is to be Dispelled must be chosen when the Dispel is bought, and may not be changed thereafter (this could be a single Power, or the Dispel could be apportioned between several Powers).

Cost: 1 point for 6 pts. of Dispel

Drain

Drain allows a character to reduce the points of Effective Cost in another character's Characteristic or Power. For each 2 Base Points in Drain, the character may reduce the Effective Cost of a target's Power by 3 points. The maximum total that may be Drained from a specific character's Characteristic or Power is equal to three times the number of Base Points in Drain. The Characteristic or Power to be Drained must be chosen when the Drain is bought, and may not be changed thereafter (this could be a single Power, or the points could be apportioned between several Powers). The Drained points return at the rate of one point per Turn.

Cost: 2 points to Drain 3 points, maximum points Drained = 3x points in Drain

Duplication

Duplication allows a character to create simultaneous duplicates of herself. The cost of the first duplicate is based on the Campaign Style of the game. Each additional duplicate costs half as much as the first one. The cost for all duplicates is paid by the "first" character; the duplicates are created using the same number of points as the base character (minus the cost of the Duplication), and they may not themselves have Duplication.

Campaign Style	1st Duplicate	+1 Duplicate
Everyday	4	2
Competent	8	4
Heroic	12	6
Incredible	16	8
Legendary	20	10
Superheroic	24	12

Cost: Varies by Campaign Style

Enhanced Senses

The character can have senses that normal people do not have.

Sense	Group	Disc.	Targeting	360°	Points
Active Sonar	Hearing	No	Yes	No	3
Discriminatory Sense Group	(1)	(1)	(1)	(1)	1
Enhanced Sense Group	(1)	(1)	(1)	(1)	1 per +2
High Range Radio Hearing	Radio	Yes	No	Yes	2
Infrared Vision	Vision	Yes	Yes	No	1
Mental Awareness	Mental	No	Yes	No	1
Microscopic Vision	Vision	Yes	Yes	No	1 per x10
N-Ray Vision	(2)	Yes	Yes	No	4
Night/Low Light Vision	Vision	Yes	Yes	No	1
Radar Sense	Radio	No	Yes	No	3
Radio Send and Receive	Radio	Yes	No	Yes	1
Ranged Sense	(1)	(1)	No	(1)	1
Ranged Sense Group	(1)	(1)	No	(1)	2
Ranged and Targeting Sense	(1)	(1)	Yes	(1)	4
Ranged and Targeting Sense Group	(1)	(1)	Yes	(1)	5
Spatial Awareness	(1)	No	Yes	No	5
Telescopic Sense Group	(1)	(1)	(1)	(1)	1 per +3
Tracking Sense	(1)	Yes	No	(1)	2
Ultrasonic Hearing	Hearing	Yes	No	Yes	1
Ultraviolet Vision	Vision	Yes	Yes	No	1
360° Sense Group	(1)	(1)	(1)	Yes	2
360° Senses (All)	(1)	(1)	(1)	Yes	5

* The Touch Sense Group is not appropriate for many of these effects.

- 1) As appropriate (e.g., Hearing, Vision, Smell, Taste, Touch, Mental, Radio). It is possible that a certain unusual sense, such as N-Ray or an esoteric form of Spatial Awareness, may not fit within a Sense Group.
- 2) Does not belong to a Sense Group.

The character may also have a sense of the player's own design. The sense itself costs 1 point. It may then be purchased as Discriminatory, Ranged, Telescopic, 360°, etc.

Cost: varies

Entangle

For 2 points, Entangle allows a character to place see-through, tangible bonds on a single human-sized target, which impedes the target's movement and stops damage. An Entangle is Instant and stationary: once the character throws it, it stays put until someone breaks it. By default, an Entangle has 2/2 Killing Defense and 3 Hits. If the Entangle takes enough damage from Stun and/or Killing attacks to reduce its Hits to 0, the Entangle is broken. The defense of the Entangle may be increased by +2/2 KD for +1 point.

The Hits of the Entangle may be increased by +3 Hits for +1 point.

An Entangle may be made opaque to a ranged sense for +1 point. Additional senses may be obscured for an additional +1 point each. Entire ranged Sense Groups may be obscured for +2 points each.

Cost: 2 points for 2/2 KD Entangle with 3 Hits, +1 point for +2/2 KD, +1 point for +3 Hits, +1 point to block 1 sense, +2 points to block 1 Sense Group

POWERS: EXTRA ACTIONS

Extra Actions

Extra Actions work just like normal actions, and take place after all characters' normal actions have been taken or waived.

**Cost: 4 points for 3 actions per 2 Phases,
8 points for 2 actions per Phase,
16 points for 3 actions per Phase**

Extra Limbs

The character has more than two manipulatory appendages (as many as the player wants).

Cost: 1 point

Faster-Than-Light Travel

The character can move at approximately the speed of light for 2 points. For each additional +1 point, the velocity of the character's FTL movement multiplies by 10. Because FTL only works in relatively empty space, Flight and Life Support sufficient to survive in a vacuum are generally prerequisites for FTL.

Velocity	Points	Approximately
c	2	1 LY per Year
10c	3	1 LY per Month
100c	4	2 LY per Week
1000c	5	3 LY per Day
10,000c	6	1 LY per Hour
x10	+1	etc.

Cost: 2 points for speed of light ("c"), x10 velocity for +1 point

Find Weakness

Each level of Find Weakness with one attack costs 1 point (minimum cost is 2 points). To make a Find Weakness roll, the player rolls 3d6 and adds this to her character's Intelligence + Find Weakness. If this number is equal to or greater than the target's DV + 10, the character successfully finds a weakness in her target's defenses. That target's defenses are

reduced by half for the remainder of the battle. The attack for which the character may Find Weakness must be chosen when the Power is bought, and may not be changed thereafter.

For an additional +2 points, the character can Find Weakness with a closely related group of attacks.

Cost: 2 points for 2 levels Find Weakness with one attack, +1 point for +1 level with Find Weakness, +2 points for Find Weakness with a closely related group of attacks

Flash

For 2 points, Flash allows a character to obscure one of the target's senses (usually normal vision, thus the name). Additional senses may be obscured for an additional 1 point each. Entire Sense Groups may be obscured for 2 points each. By default, Flash lasts for 1 of the target's Phases. This may be increased by +1 Phase for +2 points.

Cost: 2 points to obscure 1 sense for 1 Phase, +1 point for each additional sense, +2 points for each Sense Group blocked, +1 Phase for +2 points

Flash Defense

Each point of Flash Defense reduces the amount of time one Sense Group is Flashed by one Phase. To protect more than one Sense Group, the points of Flash Defense must be allocated among the Sense Groups to be protected when the Power is bought, and may not be changed thereafter.

Cost: 1 point for 5 pts. Flash Defense

Flight

Flight costs 1 point for each 3 meters Flight per Phase. The character may "Sprint" with her Flight just as she can with her Running: her velocity is doubled, her AV is 0, and her DV is x½. She may further increase the speed of her Flight "Sprint" by x4 for each +1 point.

Cost: 1 point for 3 meters Flight per Phase, +1 point for x4 "Sprint"

Force Field

Force Field costs 2 points for 5/5 Killing Defense. This defense will only operate so long as the character is conscious and wills it to be on. However, it is much easier to conceal than Armor (to hide it you just turn it off).

Cost: 2 points for 5/5 Killing Defense

Force Wall

For 2 points, Force Wall allows a character to erect a see-through, tangible barrier that impedes movement and stops damage, much like an ordinary wall. A Force Wall is Constant and mobile: once the character erects it, it stays focused on the person or place around which the character put it, but only so long as the character is conscious and willing it to be there. By default, a Force Wall has 2/2 Killing Defense and 3 Hits. If the Force Wall takes enough damage from Stun or Killing attacks to reduce its Hits to 0, the Force Wall is broken and eliminated. The defense of the Force Wall may be increased by +2/2 KD for +1 point. The Hits of the Force Wall may be increased by +3 Hits for +1 point.

By default, a Force Wall erects a barrier 2 meters wide and 2 meters tall, with negligible thickness. Alternatively, its ends may be joined to make a circle, which adds a top and bottom to the Force Wall for no added cost. The size of a Force Wall may be increased by purchasing the Affects an Area Advantage.

A Force Wall may be made opaque to a ranged sense for +1 point. Additional senses may be obscured for an additional +1 point each. Entire ranged Sense Groups may be obscured for +2 points each.

A Force Wall may support weight with a Strength equal to its Base Cost.

Cost: 2 points for 2/2 KD barrier with 3 Hits, +1 point for +2/2 KD, +1 point for +3 Hits, +1 point to block 1 sense, +2 points to block 1 Sense Group

Gliding

Gliding costs 1 point for 4 meters Gliding per Phase. The character may "Sprint" with her Gliding just as she can with her Running: her velocity is doubled, her AV is 0, and her DV is x1/2.

Cost: 1 point for 4 meters Gliding per Phase

Growth

Growth makes a character larger and more massive than normal. Each 1 point spent on Growth gives the character:

- x2 Mass
- +1 Strength
- +5 Hits
- 2 meters Knockback

For every 3 points spent on Growth, she also gains:

- x2 height, width, and reach
- 2 Defense Value (when being attacked by normal-size people)
- +2 to other's Perception Skill Rolls to spot the character

Cost: 1 point for x2 mass, +1 STR, +5 Hits, -2 meters Knockback; each 3 points also gives x2 height, x2 width, x2 reach, -2 DV, and +2 to other's PER Skill Rolls

Mass	STR	Hits	KB	Height	Width	Reach	DV	PER	Points
100 kg	+0	+0	-0m	1.8m	1m	1m	-0	+0	0
200 kg	+1	+5	-2m	2m	1m	1m	-0	+0	1
400 kg	+2	+10	-4m	3m	1m	1m	-1	+1	2
800 kg	+3	+15	-6m	4m	2m	2m	-2	+2	3
1.6 t	+4	+20	-8m	5m	2m	2m	-2	+2	4
3.2 t	+5	+25	-10m	6m	3m	3m	-3	+3	5
6.4 t	+6	+30	-12m	7m	4m	4m	-4	+4	6
12.8 t	+7	+35	-14m	9m	5m	5m	-4	+4	7
25.6 t	+8	+40	-16m	11m	6m	6m	-5	+5	8
51.2 t	+9	+45	-18m	14m	7m	7m	-6	+6	9

POWERS: HAND-TO-HAND BLAST

Hand-to-Hand Blast

Hand-to-Hand Blast costs 1 point for each 1d6 of Hand-to-Hand Blast. Hand-to-Hand Blast may cause either Stun damage or Killing damage: this must be chosen when the Power is bought, and may not be changed thereafter. Stun Defense is subtracted from the damage done by Stun attacks, and Killing Defense is subtracted from the damage done by Killing damage. Hand-to-Hand Blast has no range, and can only be used in hand-to-hand combat. The attacker may add as many dice to her Hand-to-Hand Blast as she has Strength, up to the number of dice she has in Hand-to-Hand Blast.

Cost: 1 point for 1d6 Hand-to-Hand Blast

Images

For 2 points, Images allows a character to erect a realistic three-dimensional image that is perceived with a single sense (usually normal vision, thus the name). The “image” can be perceived with additional senses for an additional 1 point each. The “image” can be perceived with entire Sense Groups for 2 points each. By default, Images affects a 2 meter radius. This area may be increased by purchasing the Affects an Area Advantage.

Cost: 2 points for Image visible to 1 sense, +1 point for each additional sense, +2 points for each Sense Group

Instant Change

For 1 point, Instant Change allows a character to change from her current clothing into one specific set of clothes (and back). For 2 points, the character can change her clothes into any outfit at will.

Cost: 1 point to change into one costume, 2 points to change into any set of clothes

Intangibility

The character can become not completely real or solid, and can pass through material barriers unimpeded. Physical and energy attacks go right through the character as if she is not there (unless they are bought with the Affects Intangible Advantage). Intangibility that allows the character to ignore attacks but does not allow passage through physical objects (a gaseous form, for example, that can slip underneath doors but can't go through them) costs 6 points. Intangibility that allows the character to ignore attacks and barriers costs 8 points. Intangibility that allows the character to even ignore mental attacks (unless they are bought with the Affects Intangible Advantage) costs +4 points.

Cost: 6 points to ignore attacks but be stopped by tangible barriers, 8 points to ignore attacks and tangible barriers, +4 points for mental Intangibility

Interdimensional Movement

Interdimensional Movement allows a character to travel between realities (aka “dimensions”). The character can travel to a specific dimension for 4 points. For an additional 4 points, the character can travel to a specific point in time in that dimension. For an additional 2 points the character can travel among a group of related dimensions (and specific points in time in those dimensions, if the character has purchased the time travel option). For 2 additional points the character may travel to any dimension (and any points in time in those dimensions, if the character has purchased the time travel option).

The character can carry additional mass for +1 point for each 2x mass.

Cost: 4 points to travel to one dimension, +4 to travel through time, +2 to travel to a related group of dimensions (or points in time), +2 to travel to any dimension (or point in time), +1 point for 2x mass

Invisibility

For 4 points, Invisibility allows a character to hidden from a single sense (usually normal vision, thus the name). The character may be hidden from additional senses for an additional 1 point each. The character may be hidden from entire Sense Groups for 2 points each. By default, Invisibility leaves a “fringe” that can be discerned by anyone within two meters of her. This fringe may be eliminated for an additional 2 points.

Cost: 4 points for Invisibility to 1 sense, +1 point for each additional sense, +2 points for each Sense Group, no “fringe” for +2 points

Knockback Resistance

Each 1 point of Knockback Resistance reduces the amount of Knockback a character takes by 5 meters.

Cost: 1 point for 5 meters less Knockback

Lack of Weakness

Lack of Weakness costs 1 point for 5 points of Lack of Weakness. Lack of Weakness is reduced from the Skill Roll of anyone trying to Find Weakness on the character.

Cost: 1 point for 5 Lack of Weakness

Life Support

The character can survive in harsh environments.

Cost Effect

- 1 May breathe in a single unusual environment (under water, in methane)
- 2 Does not need to breathe at all
- 1 Does not need to eat, sleep, or excrete
- 1 Immune to Vacuum, High Pressure
- 1 Immune to Intense Heat, Cold, Radiation
- 1 Immune to Aging and Disease

Cost: varies

Mental Blast

Mental Blast costs 2 points for each 1d6 of Mental Blast. Mental Blast causes Stun (non-lethal) damage, and does not inflict physical injury (even if the victim is reduced to 0 Hits). Mental Defense is subtracted from the damage done by Mental Blast. The range of a mental Blast is line-of-sight — the attacker must have clear line of sight to her target’s head or sensory organs.

Cost: 2 points for 1d6 Mental Blast

Mental Defense

Mental Defense protects the character against mental attacks. Mental Defense costs 1 point for 5 points of Mental Defense.

Cost: 1 point for 5 Mental Defense

Mental Illusions

For each 2 points spent on Mental Illusions, the character rolls 1d6. After making a successful mental Combat Roll, the attacker rolls her Mental Illusions and compares the total rolled to the target’s WIL. The higher she rolls, the greater degree of variation from reality she can convincingly project into the target’s mind. If the attacker declares that she wants her Illusions to do Stun (non-lethal) damage to her target (consistent with the Mental Illusion, of course), she must roll one WIL multiple higher. If the attacker declares that she wants her Illusions to do Killing (lethal) damage to her target (consistent with the Mental Illusion), she must roll two WIL multiples higher. The maximum amount damage the Mental Illusion can do is equal to half the number of dice in the Mental Illusion (a 4d6 Mental Illusion could inflict at most 2d6 damage). The attacker must declare what her intended result is before she rolls her Mental Illusions dice: if she doesn’t roll high enough, the Mental Illusion fails.

POWERS: MENTAL ILLUSIONS

Total Rolled - Mental Defense	Effect
WIL	Cosmetic changes to setting
WIL x2	Major changes to setting
WIL x3	Completely alter setting
WIL x4	Target in fantasy world
+ WIL x1	Target takes Stun damage
+ WIL x2	Target takes Killing damage

The Mental Illusions will remain in effect until the target makes a successful WIL Roll vs. Difficulty +10. (The Difficulty is equal to the amount by which the attacker's roll exceeded the minimum required to project the Illusion she desired.)

Cost: 2 points for 1d6 of Mental Illusions

Mind Control

For each 2 points spent on Mind Control, the character rolls 1d6. After making a successful mental Combat Roll, the attacker rolls her Mind Control and compares the total rolled to the target's WIL. The higher she rolls, the greater degree of variation from the target's normal behavior she can force the target to perform. If the attacker declares that the target of the Mind Control will not remember her actions afterward, she must roll one WIL multiple higher. If the attacker declares that the target of the Mind Control will remember her actions afterward and believe them to have been of her own volition, she must roll two WIL multiples higher. The attacker must declare what her intended result is before she rolls her Mind Control dice: if she doesn't roll high enough, the Mind Control fails.

Total Rolled - Mental Defense	Effect
WIL	Target will perform actions she is inclined to do anyway
WIL x2	Target will perform actions she wouldn't mind doing
WIL x3	Target will perform actions she is normally against doing
WIL x4	Target will perform actions she is violently opposed to
+ WIL x1	Target won't remember her actions
+ WIL x2	Target will believe her actions were her own idea

The Mind Control will remain in effect until the target makes a successful WIL Roll vs. Difficulty +10. (The Difficulty is equal to the amount by which the attacker's roll exceeded the minimum required to force the target to act as she commands.)

Cost: 2 points for 1d6 of Mind Control

Mind Link

Mind Link allows a character to establish a communication-only mental link with others. If the Mind Link will only allow communication with others who also have Mind Link, this is worth a x50% Disadvantage.

Cost: 1 point for one specific person, +1 point for one of a related group of people, +1 for any one person, +1 for 2x number of simultaneous communications, +1 to communicate beyond the planet, +1 to communicate across dimensions

Mind Scan

For each 1 points spent on Mind Scan, the character rolls 1d6. The number of dice rolled by the attacker is modified by the size of the area she is attempting to sift through to find the target.

Number of people	Dice
1	-0
10 (small company)	-1
100 (small apartment building)	-2
1000 (large apartment building)	-3
10,000 (small town)	-4
100,000 (large town)	-5
1,000,000 (major city)	-6
10,000,000 (state)	-7
100,000,000 (country)	-8
1,000,000,000 (continent)	-9
10,000,000,000 (planet)	-10
etc.	

After making a successful mental Combat Roll, the attacker rolls her Mind Scan dice and compares the total rolled to the target's WIL. The higher she rolls, the stronger the mental connection between herself

and the target. The attacker must declare what her intended result is before she rolls her Mind Control dice: if she doesn't roll high enough, the Mind Scan fails to find the target.

Total Rolled	Effect
- Mental Defense	
WIL	Mentalist knows direction of target, and may attempt to establish Mind Link or communication-only Telepathy
WIL x2	Mentalist can estimate distance to target, and may attempt to use any Mental Powers on the target
WIL x3	Mentalist knows exact location of target, and can attempt to attack with any Power capable of physically reaching the target

The Mind Scan will remain in effect until the target makes a successful WIL Roll vs. Difficulty +10. (The Difficulty is equal to the amount by which the attacker's roll exceeded the minimum required to establish the desired mental connection.)

Cost: 1 points for 1d6 of Mind Scan

Missile Deflection & Reflection

Missile Deflection allows a character to block ranged attacks. Each 2 levels of Missile Deflection costs 1 point. To make a Missile Deflection roll, the player rolls 3d6 and adds this to her character's Agility + Missile Deflection. If this number is equal to or greater than the target's AV + 10, the character successfully blocks the target's ranged attack. The Missile Deflecting character can increase her Attack Value to Missile Deflect for +1 point for each +2 AV.

Cost: 1 points to block thrown objects, +1 point to block arrows and projectiles, +1 point to block bullets and shrapnel, +1 point to block lasers and Energy Blasts, +1 point for +2 to Missile Deflection AV, +4 points to reflect attacks back at attacker, +2 to reflect attacks at any target

Multiform

Multiform allows a character to alternate forms for herself, each with its own powers and personality. She can only use one body at a time, unlike Duplication. The cost of the first alternate (the second form) is based on the Campaign Style of the game. Each additional alternate form costs half as much as the first one. The cost for all forms is paid by the "first" character; the alternate forms are created using the same number of points as the base character (minus the cost of the Multiform), and they may not themselves have Multiform.

Campaign Style	1st Alternate	+1 Alternate
Everyday	2	1
Competent	4	2
Heroic	6	3
Incredible	8	4
Legendary	10	5
Superheroic	12	6

Cost: Varies by Campaign Style

Power Defense

Power Defense defends the character against altering Powers such as Dispersals, Drains, Suppresses, Transfers, etc. Power Defense costs 1 point for 5 points of Power Defense.

Cost: 1 point for 5 Power Defense

Ranged Blast

Ranged Blast costs 1 point for each 1d6 of Ranged Blast. Ranged Blast may cause Stun (non-lethal) damage or Killing (lethal) damage: this must be chosen when the Power is bought, and may not be changed thereafter. Stun Defense is subtracted from the damage done by Stun attacks, and Killing Defense is subtracted from the damage done by Killing damage. The range of a Ranged Blast is twenty-five meters for each die of Ranged Blast.

Cost: 1 point for 1d6 Ranged Blast

POWERS: REGENERATION

Regeneration

Normally, all Stun damage and half of the Killing damage taken in a fight is recovered by the character as soon as the fight is over. Regeneration greatly increases the rate at which damage heals (even restoring lost limbs and damaged nerves, depending on the special effect of the character's Regeneration). Regeneration costs 2 points for each step up on the time chart that her CON is added to her Hits. A character may not have more than four levels in Regeneration.

Interval	Points
4 Turns	2
3 Turns	4
2 Turns	6
1 Turn	8
Regrow limbs & organs	+2
Return from dead	+4

Example - Tommy Gunn has a CON of 5, 25 Hits, and one level of Regeneration. Four Turns after a fight begins, if Tommy has taken any damage, his Hits increase by an amount equal to his CON. Every four Turns, his CON is again added to his Hits, until his Hits score has been restored to its normal level.

Additionally, when a character with Regeneration uses her Phase to Recover, she gets a number of her Hits back equal to her CON stat that have been inflicted by both Stun and Killing attacks, rather than only those from Stun attacks.

Cost: 2 point for each time interval increase in healing time

Running

Each point spent on Running increases the characters Run stat by +4, and her Sprint stat by +8.

Cost: 1 point for +4 meters Running per Phase, +1 point for x4 "Sprint"

Shapeshifting

A character with Shapeshifting can change her shape and appearance, but not her mass, Powers, Skills, Talents, or Characteristics.

Cost: 2 points to change to single other shape, 4 points to change into a limited group of shapes, 8 points to change into any shape

Shrinking

Shrinking makes a character smaller and less massive than normal. Each 1 point spent on Shrinking gives the character:

- x $\frac{1}{8}$ Mass
- x $\frac{1}{2}$ height, width, and reach
- +6 meters Knockback
- +2 Defense Value (when being attacked by normal-size people)
- 2 to other's Perception Skill Rolls to spot the character

Shrinking does not alter a character's Characteristics.

Cost: 1 point for x $\frac{1}{8}$ mass, x $\frac{1}{2}$ size, +6 meters Knockback, +2 DV, and -2 to other's PER Skill Rolls

Mass	Height	KB	DV	PER	Points
100kg	180cm	+0m	+0	-0	0
12.5kg	90cm	+6m	+2	-2	1
1,600g	45cm	+12m	+4	-4	2
195g	23cm	+18m	+6	-6	3
24g	11cm	+24m	+8	-8	4
3g	6cm	+30m	+10	-10	5
375mg	3cm	+36m	+12	-12	6
47mg	14mm	+42m	+14	-14	7
6mg	7mm	+48m	+16	-16	8
1mg	4mm	+54m	+18	-18	9

Stretching

The character can attenuate her extremities up to 2 meters (4 meters out of combat) for each 1 point spent on Stretching.

Cost: 1 point for each 2 meters Stretching

Summoning

The character can summon creatures from elsewhere, but can't necessarily control them. The default Summoning summons only a single type of creature, which must be chosen when the Power is bought and cannot be changed thereafter. The Base Cost for Summoning a creature depends on the power level of the creature Summoned. Each additional creature costs half as much as the first one. To Summon one of a limited group of creatures is a x125% Advantage.

Creature Power Level	1st Creature	+1 Creature
Everyday	2	1
Competent	4	2
Heroic	6	3
Incredible	8	4
Legendary	10	5
Superheroic	12	6

Cost: Varies by power level of Summoned creature

Superleap

Superleap costs 1 point for +5 meters of leap (in addition to the character's base Leap). The character may "Sprint" with her Superleap just as she can with her Running: her velocity is doubled, her AV is 0, and her DV is x½.

Cost: 1 point for +5 meters of leap, +1 point for x4 "Sprint"

Suppress

Suppress allows a character to wholly or partially neutralize another character's Power. For each 1 Base Point in Suppress, the character reduces the Effective Cost of a target's Power by 3 points for as long as the Suppress remains targeted on the Suppressed character. If the total of the Suppress is more than the Effective Cost of the target's Power, the Power is deactivated (the target can reactivate the Power on her next Phase after the Suppress is

deactivated). The Power which is to be Suppressed must be chosen when the Suppress is bought, and may not be changed thereafter (this could be a single Power, or the Suppress could be apportioned between several Powers).

Cost: 1 point to Suppress 3 points

Swimming

Swimming costs 1 point for +3 meters Swimming per Phase (in addition to the character's base Swimming per Phase). The character may "Sprint" with her Swimming just as she can with her Running: her velocity is doubled, her AV is 0, and her DV is x½. She may further increase the speed of her Swimming "Sprint" by x4 for each +1 point.

Cost: 1 point for +3 meters Swimming per Phase, +1 point for x4 "Sprint"

Swinging

Swinging costs 1 point for +5 meters Swinging per Phase. The character may "Sprint" with her Swinging just as she can with her Running: her velocity is doubled, her AV is 0, and her DV is x½.

Cost: 1 point for +5 meters Swinging per Phase

Telekinesis

Telekinesis allows the character to exert Strength at range. Telekinesis costs 3 points for each 2 Strength she can exert at range. The ability to exert the Telekinetic force with fine precision costs an additional 2 points (this is actually the Fine Control Advantage, but since it's used so frequently with Telekinesis I listed it here).

Cost: 3 points for each 2 Telekinetic Strength, +2 points for Fine Control

Telepathy

For each 2 points spent on Telepathy, the character rolls 1d6. After making a successful mental Combat Roll, the attacker rolls her Telepathy and compares the total rolled to the target's WIL. The higher she rolls, the deeper into the target's mind the Telepath can probe. The attacker must declare what her intended result is before she rolls her Telepathy dice: if she doesn't roll high enough, the target's mind is impervious to the Telepathic probe.

Total Rolled - Mental Defense	Effect
WIL	Telepath can read and send surface thoughts
WIL x2	Telepath can read deep, hidden thoughts
WIL x3	Telepath can read from target's memory
WIL x4	Telepath can read from target's subconscious

The Telepathy will remain in effect until the target makes a successful WIL Roll vs. Difficulty +10. (The Difficulty is equal to the amount by which the attacker's roll exceeded the minimum required to achieve the level of contact she desired.)

Cost: 2 points for 1d6 of Telepathy

Teleportation

The character can travel from one point to another without traversing the intervening space. For 4 points the character can Teleport twenty meters, with an additional five meters for +1 point. The character may Teleport double the mass (to take someone with her, for example) for +1 point. With an extra Phase, the character can Teleport x4 the distance for +1 point (if the character buys several of these multiples, she still only needs to prepare a single Phase). The character can memorize a location for +1 point; this location can be changed at any time. A Teleporter cannot Teleport into a solid object, or into any location that has a Suppress in effect which would be sufficient to prevent the Teleporter from Teleporting out; other than this, objects in the physical world have no effect whatsoever on a Teleporter in transit.

Cost: 4 points for 20 meters Teleport, +1 point for +5 meters, +1 point for 2x mass, +1 point for 4x distance (with one Phase preparation), 1 memorized location for +1 point

Transfer

For each 1 Base Point in Transfer, the character may reduce the Effective Cost of a target's Characteristic or Power by 1 point, and increase the Effective Cost of one of her own Characteristics or Powers by the same amount. The maximum number of points that may be Transferred in one action is equal to the Base Points in Transfer. The maximum total that may be Transferred into the character's Characteristic or Power is twice the number of Base Points she has in Transfer. The Characteristic or Power to be Transferred from and Transferred to must be chosen when the Transfer is bought (although the two need not be the same), and may not be changed thereafter (this could be a single Power, or the points could be apportioned between several Powers). The Transferred points fade and return to the target at the rate of one point per Turn.

Cost: 1 points to Transfer 1 point, maximum points Transferred = 2x points in Transfer

Transform

For each 1 point spent on Transform, the character rolls 1d6. The attacker rolls her Transform and compares the total rolled to the target's Hits (total Hits, not including any damage she may have taken). The higher she rolls, the greater the change she can impose on the target. The attacker must declare what the specific result of her Transform is when she buys the Power, and it cannot be changed thereafter. To be able to change a target into one of a limited class of objects is a x125% Advantage. To be able to Transform a target into anything is a x200% Advantage.

Total Rolled	Effect
- Power Defense	
1x Hits	Cosmetic Transformation
2x Hits	Minor Transformation
3x Hits	Major Transformation

The Transform will remain in effect until the target heals back the "Hits" inflicted by the Transform (typically, from 1 to 3 weeks unless the target has Regeneration). Alternately, the attacker may choose an easily-discerned condition or method which will restore the target to her original form; the target will remain Transformed until this condition is met. If the Transform Roll is not sufficient for the target to be changed into the desired form (which must be chosen before the dice are rolled), then the Transform has no effect.

Cost: 1 point for 1d6 of Transform

Tunneling

Tunneling costs 1 point for 1 meter Tunneling through 1 Killing Defense of material per Phase. The character can increase her Tunneling velocity by +1 meter per Phase **and** the defense she Tunnels through by 1 Killing Defense for an additional 1 point. The character can Tunnel through an additional +2 Killing Defense **or** increase her Tunneling velocity by +2 meters per Phase for an additional 1 point.

Cost: 1 meter Tunneling through 1 Killing Defense for 1 point, +1 meter and +1 Killing Defense for +1 point, +2 meters for +1 point, +2 Killing Defense for +1 point

POWER ADVANTAGES

Power Advantages make Powers more useful and more expensive. Advantages on Powers impose an increase on the Power's cost. This increase is expressed as a percentage (for example, Autofire is a "x125%" Power Advantage). It makes no difference in what order Advantages are applied to the Power's Base Cost (multiplication is associative). Fractions in the Effective Cost round to the nearest whole number (.499 rounds down, .500 rounds up).

Basic Concepts

Base Cost x 1st Advantage x 2nd Advantage x 3rd Advantage etc. = Effective Cost
Effective Cost rounds to the nearest whole number (.499 rounds down, .500 rounds up)

Example:

13 points x 125% x 150% = 24 points
13 x 1.25 = 16.25, 16.25 x 1.50 = 24.375, rounded to = 24
(use a calculator)

Affects an Area

There are several options for affecting an area with a Power:

Two Meter Radius

For a x125% increase in cost, the power affects a 2 meter radius instead of affecting a single target.

Affects a Circle

For a x150% increase in cost, the power affects a radius in meters equal to the Effective Cost of the Power. (For example, a Power with an Effective Cost of 6 points could affect a 6-meter radius.) For each cumulative x125% increase, the radius of the attack doubles.

Affects a Triangle

For a x150% increase in cost, the power affects an equilateral triangle. Each side of the equilateral triangle has a length in meters equal to twice the Effective Cost of the Power. (For example, a Power with an Effective Cost of 6 points could affect a triangle measuring 12 meters on each side.) For each cumulative x125% increase, the length of each side of the triangle doubles.

Affects a Line

For a x150% increase in cost, the power affects an area two meters wide by a length in meters equal to four times the Effective Cost of the Power. (For example, a Power with an Effective Cost of 6 points could affect an area 2 meters wide by 24 meters long.) For each cumulative x125% increase, the length **or** width of the line doubles.

Affects a Defined Area

For a x150% increase in cost, the power affects a number of square meters equal to twice the Effective Cost of the Power. The shape affected may be any simple shape chosen by the player (square, circle, L-shape, etc.). (For example, a Power with an Effective Cost of 6 points could affect 12 square meters.) For each cumulative x125% increase, the area of the attack doubles.

Selective Targeting

For a x125% increase in cost, the character can choose who within the area is affected by the Power.

Cost: x125% for 2 meter radius, x150% to Affect a Circle, Triangle, Line, or Defined Area, x125% to double area affected, x125% for Selective Targeting

Affects Intangible

For a x150% increase in cost, the attack affects characters using the Intangibility Power. The Affects Intangible Advantage can also be used to create walls that are solid to Intangible characters.

Cost: x150%

Affects Tangible

For a x300% increase in cost, an Intangible character may affect tangible (i.e., non-Intangible) characters with the attack.

Cost: x300%

Armor Piercing

Armor Piercing Powers cut through the target's defenses better than normal attacks. If a target is hit with an Armor Piercing attack, its defenses are halved for defending against damage from that attack. Hardened Defenses will counter the Armor Piercing, but only for those defenses that are Hardened. Armor Piercing may only be purchased once.

Cost: x150%

Autofire

Increases the Rate of Fire of an attack. For a x125% increase in cost, the Rate of Fire of an attack increases from 1 to 3. For each cumulative x125% increase, the Rate of Fire of an attack increases an additional 3. For example, buying this advantage twice (Base Cost x 125% x 125% = Effective Cost) gives the attack a Rate of Fire up to 6.

Cost: x125% for Autofire (Rate of Fire = 3), x125% to double Rate of Fire

Constant

For a x200% increase in cost, an Instant Power may be made Constant. By making an Instant attack Constant, the attack stays on and keeps affecting the target on each of the attacker's Phases without needing another Combat Roll to hit. If the attack affects an area, the attack stays in the area between the attacker's Phases, and anyone who enters the area will automatically be hit by the attack, and thereafter on each of the attacker's Phases.

Cost: x200%

Fine Control

A Power with Fine Control can be used like a tool. Attacks can be used to carve or shape, heat or cool objects. Energy attacks could be used to weld metals, Flight could be used to sky-write, etc. All Fine Control usage will require a roll versus a DV set by the GM, unless it targets another character, in which case the character gets to resist as usual. Complex uses may require the character to have an appropriate skill as well. Fine Control could even be used to pull off really amazing stunts such as carefully burning all the oxygen out of the room, shooting a hole in a gas tank without igniting the gas, or other dramatically heroic deeds, all with the appropriate DV assigned by the GM.

Unlike most Power Advantages, Fine Control costs a straight +2 Points.

Cost: +2 points

Hardened Defenses

The Hardened Defenses Advantage toughens a particular defense versus Armor Piercing attacks. Armor Piercing attacks are applied to Hardened defenses as if the damage was not Armor Piercing. Hardened must be purchased for each defense separately. There is no reason to purchase Hardened Defenses more than once for any one defense.

Cost: x125%

POWER ADVANTAGES: IGNORES A DEFENSE

Ignores a Defense

Ignores a Defense gives an offensive Power the ability to bypass a single defensive Power (Armor, Force Field, natural SD, Flash Defense, etc.). This can be used to simulate gas, poison, or hypnotic attacks. If an Ignores a Defense attack is successful, then the relevant defensive Power is bypassed, and the target takes the attack with only its remaining relevant defenses (if any). Every Ignores a Defense Power should have some obvious means of defense by action or Power, such as: holding breath during a gas attack, covering eyes from a flash attack, no eye contact for a hypnotic attack, etc.

Cost: x200%

Increased Knockback

Increased Knockback doubles the Knockback of an attack with this Advantage.

Cost: x125%

Increased Range

Powers with Increased Range have x4 longer range than they do by default (100 meters for each 1 point of the Power's Base Cost, rather than the standard 25 meters).

Cost: x125% for x4 normal range

Indirect

Indirect allows a Power to ignore intervening barriers between the attacker and the target, including but not limited to walls, fences, Force Walls, buildings, etc. Range penalties apply to the use of an Indirect Power, and are calculated from the attacker to the target. Generally, Indirect Powers always originate in a certain location in relation to the character, and must always target away from the character. For additional cost, the location of this point of origin may vary, or even point in any direction.

Cost: x125% for a fixed point of origin, x150% for a variable distance from the character, x200% to allow the attack to target in any direction

Invisible

Powers with this Advantage work invisibly. Normally, any Power that affects another character is distinctly visible, and the source of the attacker is obvious. Such Powers are visible to at least three Sense Groups. When this Modifier is purchased, the affected Sense Groups must be chosen.

Cost: x150% to be invisible to a single Sense Group, x175% to be invisible to two Sense Groups, x200% to be invisible to all Sense Groups except Special (e.g., Detect Invisible, Detect Magic, etc.)

Mental Power

A Power with this Advantage makes its attack roll using Willpower instead of Agility, like any other mental Power. The effect of the Power applies to Mental Defenses. Like other mental Powers, a Power with this Advantage is not visible to normal senses, and the wielder of this Power automatically detects other's mental Powers in use. Any attacks using this Advantage do only Stun (non-lethal) damage, do not do Knockback, and do not cause physical injury (even if the target is reduced to 0 Hits).

Cost: x200%

No Range Penalty

Attacks with this Advantage take no AV penalties for distance to target.

Cost: x150%

Persistent

A Constant Power will remain on without the necessitating the character's activating it, even if the character is unconscious. If the Power is Instant, it must also be purchased with the Constant Advantage in order to be made Persistent.

Cost: x150%

Personal Immunity

Attacks with this Advantage do not affect their owner in any way.

Cost: x150%

Ranged

This Advantage allows a zero-range Power to be used at range.

Cost: x150%

Usable By Others

A Power that normally only affects its owner can be used by others if this Advantage is applied. The Power can be given to another character, and the other character has control of the Power. Normally, Powers with Usable By Others have no range (unless the Ranged Advantage is also purchased) and the owner of the Power cannot use it while others are using it (Armor or Life Support being typical examples). If the character who is the possessor of the Power is stunned or knocked out, then all of the characters using the Power lose the use of it, unless the Power also has the Persistent Modifier.

Cost: x125% to allow one other character to use the power, x150% to allow the owner and one other character to use the power, etc. (increase by x25% for each additional character who can use the Power)

Usable Vs. Others

A Power that normally only affects its owner can be used against others if this Advantage is applied. The Power may be used against a target after a successful Attack Roll. The owner of the Power retains control of it and must use her Actions to control it. Powers that are Usable Vs. Others have no range (unless the Ranged Advantage is also purchased), and there must be a reasonably common set of defenses which will cancel the attack. These Powers may also be used against inanimate objects of roughly human mass.

Cost: x200% to use against a power against an unwilling target (increase by x25% for each doubling of mass affected)

Variable Special Effects

The special effects of a Power with this Modifier may vary. It may be any special effect within a limited group.

Cost: x125%

POWER DISADVANTAGES

Power Disadvantages make Powers less useful and less expensive. Disadvantages on Powers give the character a discount on the Power's cost. This discount is expressed as a percentage (for example, Requires a Skill Roll is a "x65%" Power Advantage). It makes no difference in what order Disadvantages are applied to the Power's Effective Cost (multiplication is associative). Fractions in the Total Cost round to the nearest whole number (.499 rounds down, .500 rounds up). Obviously, the minimum cost for any Power is 1 point.

Basic Concepts

Effective Cost x 1st Disadvantage x 2nd Disadvantage x 3rd Disadvantage etc. = Total Cost
Total Cost rounds to the nearest whole number (.499 rounds down, .500 rounds up)

Example:

24 points x 80% x 65% = 12 points
 $24 \times .80 = 19.2$, $19.2 \times .65 = 12.48$, rounded to = 12
(use a calculator)

Ablative

As the defensive Power absorbs damage, its ability to absorb further damage is diminished. Each Phase the defense value of the Ablative defense is exceeded by the damage rolled from an attack, the defensive Power loses 10% of its defense value. For example, if a character with 13 Killing Defense of Ablative Armor were to be hit by six attacks during the same Phase, any or all of which rolled 14 or more damage, her Killing Defense against attacks during successive Phases would be reduced to 12 Killing Defense ($13 \times .1 = 1.3$, rounded to = 1, $13 - 1 = 12$).

Cost: x50%

Activation

The Power does not always work. After the character has used her Action to activate the power, the player rolls her AV + 3d6. If this number is equal to or greater than the Difficulty +10 of the Power's Activation, the Power activates and works normally. If this number is less than the Difficulty + 10 of the Power's

Activation, the Power does not work. As always, rolling low is bad, rolling high is good. The discount granted by the Activation Disadvantage depends on the reliability of the power.

Difficulty	Cost
8	x80%
12	x65%
16	x50%
20	x35%
24	x20%

Cost: Varies

Always On

The Power is always on, and cannot be turned off or deactivated by the character. The Power must first be Persistent (both Constant **and** Persistent, if the Power is normally Instant) before the Power can be made Always On.

Cost: x80%

Burnout

The Power always works the first time, but may stop working thereafter. After the character has used her Power and its effects have been determined, the player rolls her AV + 3d6. If this number is equal to or greater than the Difficulty +10 of the Power's Burnout, the Power keeps working normally. If this number is less than the Difficulty + 10 of the Power's Burnout, the Power stops working for the rest of the adventure. As always, rolling low is bad, rolling high is good. The discount granted by the Burnout Disadvantage depends on the reliability of the power.

Difficulty	Cost
12	x80%
16	x65%
20	x50%
24	x35%
28	X20%

Cost: Varies

Charges

The Power can only be used a certain number of times per day (or per adventure, per combat, etc.). The discount of the Charges Disadvantage depends on the number of times the character may use the Power per day. If the Power has been purchased with the Autofire Advantage, the number of charges expended is based on the number of times the Power is used, not on how many shots are fired.

Charges	Cost
1	x20%
2-4	x35%
5-8	x50%
9-16	x65%
17-32	x80%
33-64	x100%
65-125	x125%
126-250	x150%
251-500	x175%
501-1000	x200%
(x2)	(+ 25%)

Continuous Charges

Normally, a charge lasts only one of the character's Phases. If the charge is for a Constant or Persistent Power, the charge may be bought to last longer, at a reduced discount. For example, 8 charges of Darkness (a Constant Power) that last 1 Turn per charge would grant a x80% discount to the Power's cost.

Discount Change	Duration
No change	1 Phase
-1 level on table	2 Phases
-2 levels on table	1 Turn
-3 levels on table	1 Minute
-4 levels on table	5 Minutes
-5 levels on table	1 Hour
-6 levels on table	5 Hours

Cost: variable

Concentrate

A Power with a Concentrate Disadvantage requires the character to concentrate partially or totally on the task of turning on and using the Power. As a result of the concentration, the character will be at either half their normal Defense Value, or at a DV of 0. If their concentration is broken either voluntarily, or by a successful attack against them, the Power turns off and any necessary preparations must be made again.

Cost: x80% for ½ DV, x50% for 0 DV

Focus

With a Focus, the Power works through some object or device. If the character is deprived of the object, she may not use her Power(s) focused through it. Firearms are a good example of a Focus. A Focus may be taken away from the character with a Combat Action at -2 to the Attacker's AV. If the Focus cannot be removed without the character's cooperation (a suit of high-tech powered armor) or without causing damage to the character (a cybernetic eye, metal skeleton, etc.), then it isn't a Focus, it's a special effect.

Cost: x80%

POWER DISADVANTAGES: GESTURES

Gestures

Gestures requires a character make obvious and flamboyant gestures to use a Power. If the character is unable to move freely (being bound, in a confined space), then the Power does not function. If the gesturing character is successfully attacked, then the Power with the Gestures Disadvantage either does not turn on or is turned off. If the character must Gesture throughout the duration of the Power, then the character may not turn on any other Powers that also require Gestures during that time.

Cost: x80% for Gestures to turn Power on, x65% for Gestures that must be continued throughout the use of the Power

Incantation

Incantation requires a character to speak loud, obvious phrases or words to use a Power. If the character is unable to speak freely (being gagged, loss of voice due to sickness), then the Power does not function. If the speaking character is successfully attacked, then the Power with the Incantation Disadvantage either does not turn on or is turned off. If the character must speak throughout the duration of the Power, then the character may not turn on any other Powers requiring Incantations during that time.

Cost: x80% for Incantations to turn Power on, x65% for Incantations that must be continued throughout the use of the Power

No Concious Control

Powers with this Disadvantage are not under the character's control. Although the character possesses the Power, she cannot consciously turn it on. The Power only works whenever and however the GM chooses.

Cost: x20%

No Range

This Disadvantage removes the range capability from a ranged power, making it usable only at Hand-to-Hand range.

Cost: x65%

Visible

This Modifier may only be used on Powers that are normally invisible, such as Density Increase, Mental Powers, and most Special Powers. A Power that is visible must be perceived by at least a single normal Sense Group. It may be perceived by more than one Sense Group, but this is not worth an additional Disadvantage.

Cost Modification: x80% to be visible to one normal Sense Group

POWER FRAMEWORKS

Power Frameworks are a mechanic that helps a character have a versatile array of Powers without making the character more expensive than is warranted by her power level. The Powers within each Power Framework should have some unifying special effect, although that special effect can be pretty all-encompassing (“magic” or “gadgets”, for instance) if the GM allows it. Obviously, only Powers may be put into Power Frameworks.

Multipower

A Multipower allows a character to use several Powers, but not simultaneously. A Multipower has a Pool Cost: the maximum Total Cost that may be used in any single Power, and the maximum Total Cost that may be used in all Powers combined. (For example, 15 points Pool Cost for a Multipower that can have a single 15 point Power, or up to fifteen 1 point Powers, or any combination thereof, active simultaneously.) The Pool Cost of a Multipower may **not** be reduced with Disadvantages.

Each Power that may be used in a Multipower requires a Power Slot. Each Slot costs 2 points. The cost of each Slot may not be reduced with Disadvantages.

The Powers currently active in the Multipower may be changed at the beginning of the character’s Phase without using an Action.

Power Pool

A Power Pool is the equivalent of a Multipower with an unlimited number of Power Slots. The Pool Cost is the maximum Effective Cost (before Disadvantages are applied) of any single Power in the Pool, and the maximum Total Cost that may be used in all Powers combined. (For example, 15 points Pool Cost for a Power Pool that can have a single 15 point Power, or up to fifteen 1 point Powers, or any combination thereof, active simultaneously.) The Pool Cost of a Power Pool may be reduced with Disadvantages, if those Disadvantages apply to **every** Power used in the Power Pool.

The Slot Cost depends on the nature of the Power Pool and how easy it is for the character to change her Powers. For a Power Pool that may be changed to anything within the special effect of the Pool at the

beginning of the character’s Phase without using an Action, the Slot Cost is 30 points. For a Power Pool that requires a Skill vs. Difficulty + 10 roll, **or** takes a full Phase to change (the character may do nothing else while changing the Powers in the Pool), the Slot Cost is 20 pts. For a Power Pool that that requires a Skill roll **and** takes a full phase to change, the Slot Cost is 10 pts. The Slot Cost may not be reduced with Disadvantages.

Pool Cost	Maximum number of points that may be used in any single Power, and Maximum number of points that may be used in all Powers combined
Slot Cost	<p>30 pts. if the Powers in the Pool may be changed to anything within the special effect of the Pool at the beginning of the character’s Phase without using an Action</p> <p>20 pts. if changing the Powers in the Pool requires using an Action, or if changing the Powers in the Pool requires a Skill roll (Difficulty 12)</p> <p>10 pts. if changing the Powers in the Pool requires using an Action and requires a Skill roll (Difficulty 12)</p>

If changing the Powers in the Pool requires a AV + 3d6 vs. Difficulty + 10 roll, the Skill itself must be purchased separately. The Difficulty of the Skill roll is 12. The Skill itself is usually associated with Intelligence, but there are exceptions depending on the special effects of the Power Pool (discuss it with the GM).

FEATS OF STRENGTH

Lifting Stuff

This system (lifted from Bruce Harlick's *Signals* campaign) makes feats of Strength and Lifting another type of Action and ignores the real physics. However, the resolution of this Action is a little different than most; in a "feat of strength" Action, you roll only 1d6 and add your STR Characteristic against a Target Number listed below (do **not** add 10 to the Target Number).

Target #	To Lift a:	To Bend or Break:	To Throw a Baseball:
3	Heavy bag of groceries	Balsa wood	5 m/yds
5	Child, 2 heavy bags of groceries	Plastic	10 m/yds
7	Slender adult	Wood boards	40 m/yds
9	Bulky adult	Aluminum	80 m/yds
11	Lion, 2 adults	Iron	City block (110 m/yds)
13	Motorcycle, Bear		½ 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, Large Building	Super Unobtainium	Into orbit
33	Aircraft Carrier		Out of orbit
35	Mountain	Anything	Out of Solar System

Example - Regular Man has a STR of 4. He can easily pick up his son (STR 4 + a roll of 1 = 5), his wife (STR 4 + a roll of 3 = 7) but can barely lift his buddy (STR 4 + a roll of 5 = 9). On the other hand, Titanic Man has a STR of 28. He doesn't even think about lifting anything smaller than a small ship (STR 28 + a roll of 1 = 29), regularly lifts battleships (STR 28 + a roll of 3 = 31), breaks a sweat lifting an aircraft carrier (STR 28 + a roll of 5 = 33) but still can't get a mountain up!

Throwing

In this variant of 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 Target Number for the Distance you're throwing. If you beat the desired Target Number, you've thrown it that far. Example: Amazing Man (STR 15) wants to throw a baseball 5 miles (Target Number 17). He can easily make this.

If you fail, compare your final roll to the first Target Number 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 (Target Number 27). He fails by 5 points (27-5=22) This corresponds closest to a 21 Target Number, 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 Target Number of Lifting the object to the Target Number of Throwing it for the desired distance to get the final Target Number. Example: Awesome Man (STR 32) can easily throw a baseball into orbit (Target Number 31). However, if he tries it with a small car (Target Number = 15), the Target Number 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)

ROLLING DICE

Using Skills

When your character tries to use a skill, you roll dice to see if she succeeds or not. Here's what you roll:

Your AV (Stat + Skill) + 3d6 = Action Total

If your Action Total meets or exceeds the Difficulty Value (DV) +10, you succeed.

Task	DV	+ 10 =
Easy	4	14
Routine (default)	8	18
Challenging	12	22
Difficult	16	26
Formidable	20	30

Combat Time

When the characters get into a fight, Combat Time starts. Combat Time goes in Phases; each Phase is three seconds long. Four Phases (12 seconds) is a Turn. Each character can do one Action in each Phase. When every character has acted, the Phase ends and a new Phase begins. Each Phase, the characters act in order of their relevant combat skill; the character with the highest skill Action Value (AV) goes first, and the character with the lowest Action Value goes last. If two characters have the same AV, the character with the highest WIL goes first. Extra Actions come after all the normal actions for that Phase have been used, and work the same way.

Optional: Initiative

Each Phase, each player rolls 1d6 and adds this to her highest skill Action Value (AV). This is her Initiative this Phase. The characters act in order of their Initiative; the character with the highest Initiative goes first, and the character with the lowest Initiative goes last. If two characters have the same Initiative, the character with the highest WIL goes first.

Actions (aka Maneuvers)

Each character can do one Action when her turn comes in a Phase.

Action	AV	DV	Effect
Aim	+1	—	Add +1 per phase to attack, +3 max
Attack	—	—	Strike, shoot; kick at -1 penalty, +1d6 damage
Block	—	—	Stop 1 attack w/successful roll; Diff is attacker's AGL + Combat Skill
Choke Hold	-4	—	2d6 killing attack. Must follow a Grab
Disarm	—	—	Knock weapon from opponent's hand
Dodge	—	+3	Makes you harder to hit but you can't attack
Draw & Attack	-3	—	Draw & fire in one action at penalty
Escape	—	—	Escape Entangles/Grabs in STR+Athletics roll
Grab	-2	-3	Grab something. Both at -3 Defense
Haymaker	-3	1/2	Go all out! +3 dice damage
Sweep/Trip	—	—	Opponent falls, at -2 DV next phase
Throw	—	—	-4 AV for unbalanced objects
Get Up	—	—	Get up from being knocked down
Move	—	—	Move half your Run stat; may take one other action (not Run or Sprint)
Run	—	—	Move up to your full Run stat
Sprint	=0	1/2	Move up to full Sprint stat
Move By	-2	-2	Full move and attack: DC= $\frac{1}{2}$ STR + v/10; take $\frac{1}{4}$ damage
Move Thru	-3	-3	Full Move and attack: DC=STR + v/5; take $\frac{1}{2}$ damage
Dive for Cover	—	—	Leap away from attack at +2 Diff per each meter
Other Action	—	—	Reload, change weapons, mount up
Abort	—	—	Interrupt opponent's turn to use DEF action
Wait	—	—	Wait for chance to act or act later
Recover	—	1/2	Get Stun Hits back equal to CON score; may not attack this phase

You can also purchase additional hand-to-hand combat actions by purchasing Martial Arts.

Attacks

When your character tries to hit something, you roll dice to see if the attack hits or not. Here's what you roll:

$$\text{Your AV (Stat + Skill) + 3d6 = Action Total}$$

$$\text{Defender's Stat + Skill = Difficulty Value (DV)}$$

If your Action Total meets or exceeds the Difficulty Value + 10, you hit the target. The stat used to determine the attacker's AV and the defender's DV is almost always Agility; for mental attacks, the relevant stat would be Willpower. The skill used to determine the defender's DV is whatever skill makes the most sense: typically, it is the same skill that the attacker is using (or, in the case of mental Powers, the defender may use either Concentration or Resistance). If the defender does not have a relevant skill with which to defend herself, then she only gets her relevant stat.

Range Penalties

Range	Melee	Close	Medium	Long	Extreme
meters	< 5	5 - 10	11 - 50	51+ *	> Listed Range
Off. Mod	0	-2	-4	-6	-6 (+-1 **)

* Up to Listed range of Weapon.

** Plus -1 for every full 50 meters past listed range.

Autofire

Weapons capable of firing more than one projectile in a single Action are called “autofire” weapons. In the real world, these are called “automatic weapons” (or “fully automatic weapons”, to distinguish them from what are erroneously called “semiautomatic weapons”). The number of projectiles an autofire weapon can fire in a single Action is called its “rate of fire” (ROF).

The attacker chooses how many rounds she is going to fire, up to the rate of fire of the weapon. The attacker then compares her Attack Value + 3d6 to the Defense Value + 10 of the defender. If the Attack Value + 3d6 equals the Defense Value + 10, the target is hit once. For every two points the Attack Value + 3d6 exceeds the Defense Value + 10, the target is hit again (up to the number of rounds fired).

Example - An attacker with an AV of 7 opens fire at a target with a DV of 9. The attacker decides to fire the full ROF of the weapon: 8 shots. If the attacker’s Attack Total (AV 7 + 3d6) is equal to 19 (the defender’s DV 9 + 10), the defender is hit once. If the Attack Total is 21, the defender is hit twice; 23, three times (and so on). The shots that missed keep going until something stops them.

Autofire Attacks vs. Multiple Targets

An autofire attack can be directed against several targets at once. The area being attacked is called the “fire zone”. The width of the fire zone (in meters) must be declared by the attacker at the time of the attack. The number of projectiles the attacker wants to fire (up to the rate of fire of the weapon) is divided by the width in meters of the fire zone: the result is the maximum number of projectiles that can hit an individual target in the fire zone. The attack is made as above, with each defender using their DV + 10 against the attacker’s single AV + 3d6. If the AV+ 3d6 equals a target’s DV + 10, the defender is hit once. For every two points the AV+ 3d6 exceeds a target’s DV + 10, the target is hit again (up to the maximum number of rounds that can hit an individual in the fire zone).

Optional: Cinematic Guns

For every one point a **main** character’s Attack Value + 3d6 exceeds a minor character’s Defense Value + 10, the **minor** character is hit again (up to the number of rounds fired). For every three points a **minor** character’s Attack Value + 3d6 exceeds a main character’s Defense Value + 10, the **main** character is hit again (up to the number of rounds fired).

Example - A minor character with an AV of 7 opens fire at a main character with a DV of 9. The minor character decides to fire the full ROF of the weapon: 8 shots. If the minor character’s Attack Total (AV 7 + 3d6) is equal to 19 (the defender’s DV 9 + 10), the main character is hit once. If the Attack Total is 22, the main character is hit twice; 25, three times (and so on).

Example - A main character with an AV of 7 opens fire at a minor character with a DV of 9. The main character decides to fire the full ROF of the weapon: 8 shots. If the main character’s Attack Total (AV 7 + 3d6) is equal to 19 (the defender’s DV 9 + 10), the defender is hit once. If the Attack Total is 20, the defender is hit twice; 21, three times (and so on).

ROLLING DICE: DAMAGE

Optional: Realistic Guns

For every three rounds the attacker fires, she incurs a -1 penalty to her Attack Value (2-3 rounds = -1, 4-6 rounds = -2, 7-9 rounds = -3, etc).

Example - An attacker with an AV of 7 opens fire at a target with a DV of 9. The attacker decides to fire the full ROF of the weapon: 8 shots, incurring a -3 to her AV. If the attacker's Attack Total (AV 4 + 3d6) is equal to 19 (the defender's DV 9 + 10), the defender is hit once. If the Attack Total is 21, the defender is hit twice. The shots that missed keep going until something stops them.

Damage

If the character is using her Strength to attack, then roll a number of dice equal to her Strength stat. If using a Power, the number of points in the Power is usually the number of dice to roll. If using a weapon, then roll a number of dice equal to the Damage rating of the weapon. The total of the dice is the amount of Hits done to the target. Blunt weapons (fists, clubs, saps) do Stun (non-lethal) damage, while sharp weapons, bullets, and other pointy attacks do Killing (lethal) damage.

When hit by a Stun attack, the character subtracts her Stun Defense from the number of Hits done by the attack (only Killing Defense, usually provided by armor, reduces the number of Hits inflicted by Killing attacks). Any Hits left over after subtracting Stun Defense and armor are then subtracted from the character's Hits. When the character has no more Hits, the character is unconscious or dying.

If any of the damage that brought the character to 0 Hits was from a Stun attack, the character is knocked out. If all of the damage was caused by Killing attacks, the character is dying. Note that once a character is knocked out, all damage she suffers from that point on is Killing damage, even if it is from a Stun attack.

Armor

Armor is rated by two numbers separated by a slash (e.g. "4/2"). The first number is Killing Defense (KD), and subtracts from Killing (lethal) damage; the second number is Stun Defense (SD), and subtracts from Stun (non-lethal) damage. If a second number is not specified, the armor's Stun Defense is equal to its Killing Defense (which is the default).

Example - A person with a Stun Defense (SD) of 8 is wearing a 4/2 vest, and is struck by a bullet that does 19 points of Killing damage. The vest subtracts 4 from this damage. The final 15 points of Killing damage are subtracted from the character's Hits without modification.

Example - A person with a Stun Defense (SD) of 8 is wearing a 4/2 vest, and is struck by a Martial Arts strike that does 19 points of Stun damage. The vest subtracts 2 from this damage. The character's natural Stun Defense subtracts another 8 points of Stun damage. The remaining 9 points of Stun damage are subtracted from the character's Hits without modification.

Hit Locations

Where you hit can often be just as important as whether you hit. While Fuzion usually uses a single pool of points to determine how much damage or stun your character can absorb, individualized hit locations do play a part in determining the severity of that damage (getting hit in the head, for example, is far more lethal than being hit in the arm). Hit locations also help determine if armor is being worn over a particular area or not. They are also used to determine the Hit Modifiers for attacking a specific area (or you can choose a location by using the Modifiers below).

Warning: this rule makes dying **much** easier.

When using the Hit Location Chart below, roll three six sided dice and modify damage as appropriate. Note that damage is multiplied **after** penetrating armor.

Roll 3D6	Location Hit	Effect (after armor)	Hit Modifier
3-5	head	double damage	-6
6	hands/forepaws *	x½ damage	-4
7-8	arms/forelimb *	x½ damage	-3
9	shoulders *	x1 damage	-3
10-11	chest	x1 damage	-1
12	stomach	x1½ damage	-5
13	vitals	x1½ damage	-6
14	thighs *	x1 damage	-3
15-16	legs/hind limb *	x½ damage	-4
17-18	feet/hind paws *	x½ damage	-4

* if it isn't obvious, roll 1 die: even = right, odd = left

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 one quarter of total, they will be reduced by 4 points. A Characteristic cannot, however, be reduced to less than 1.

Optional: Knockback

Some attacks are so powerful that they knock their targets down, or (in the case of superhero and wild action-adventure games) even knock their targets all over the battlefield.

Realistic Knockback

If the damage rolled from an attack (before defenses are applied) is equal to or greater than five times the target's Strength Characteristic, the target is knocked down and has to spend her next Action to get up (if she wants to get back up, that is). Being knocked down causes no injury in itself, but it puts a character at a serious tactical disadvantage (her Defense Value is halved, and obviously her mobility is impaired).

Superheroic Knockback

If the damage rolled from an attack (before defenses are applied) is equal to or greater than five times the target's Strength Characteristic, the target is knocked backward 1 meter for every five points of damage by which the attack exceeds five times the target's Strength (1-5 = 1 meter, 6-10 = 2 meters, 11-15 = 3 meters, etc.). A character knocked back (or down) by an attack has to spend her next Action to get up (if she wants to get back up, that is). Being knocked into an object causes 1d6 Stun damage for each meter the character **would** have been knocked back, had the object not been in the way — this damage is applied to both the object and the character (each takes the damage, which is applied against their Stun Defense). Being knocked back also puts a character at a serious tactical disadvantage (her Defense Value is halved, and obviously her mobility is impaired).

Example - Bean Sidhe rolls 53 Stun damage against Marigold, who has 4 Strength. Bean Sidhe rolled 33 more than five times Marigold's Strength ($53 - 20 = 33$). Marigold is knocked back 7 meters ($33 \div 5 = 6.6$, rounded to = 7). Marigold hits a brick wall after travelling 5 meters. The impact causes 2d6 of Stun damage

ROLLING DICE: HEALING

(7 - 5 = 2), which is applied to both Marigold and the wall (neither of which will be hurt by 2d6 of damage). If Marigold had her back to the wall when Bean Sidhe hit her, Marigold and the wall would have both taken 7d6 Stun damage from the Knockback.

Healing

If a character uses her Action to Recover, she can regain some of the Hits that she has taken from Stun (non-lethal) attacks. She gets a number of her Hits back equal to her CON stat, but only if those Hits were inflicted by a Stun (non-lethal) attack. She may not attack on a Phase in which she Recovers.

All Stun damage taken in a fight is recovered as soon as the fight is over, unless the character was knocked unconscious. If she was knocked out, she stays knocked out until the GM decides she wakes up (anywhere from five minutes to overnight).

Half of the Killing damage taken in a fight is recovered as soon as the fight is over, unless the character is dying (reduced to 0 Hits or less, all from Killing damage). If she is dying, she will soon be dead unless she receives medical aid. All Killing damage is healed between adventures. If you have any trouble telling when one adventure ends and another begins, assume that any time a week or more has passed without additional injury, the character has recovered from her injuries.

EXPERIENCE

Getting More Points

The GM will award players with more Skill Points at the end of each play session. These can be spent to improve Skills or, with the GM's permission, to improve Characteristics (or Powers, if such are appropriate to your campaign.) The GM should award SPs for good role-playing and good play. Here are a few suggestions:

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

Buying New Stuff

Skills

One point for each level of the new Skill. To buy a skill from 3 to 4 would require 4 Skill Points.

Characteristics

Five Skill Points for every one point of Characteristic improvement. To improve your Agility from 5 to 6 would require 5 Skill Points and your GM's agreement.

Powers

Five Skill Points for every one point of Power improvement. To improve your Ranged Blast from 3d6 to 4d6 would require 5 Skill Points and your GM's agreement.

DESIGNER NOTES

Why Fuzion Jazz?

Fuzion Jazz (formerly “The Heroin Project”) is my attempt to combine the streamlined mechanics of Fuzion with the elegant power design system of Hero System. I have always been a tremendous admirer of Hero System, and I also was impressed at the effort put into Fuzion. I wanted a system with the strengths of both to use in my games. In the process I trimmed many of what I consider superfluous stats in both games (unlike Fuzion, backward-compatibility with Hero System was not an overriding design concern for **Fuzion Jazz**). I have also greatly expanded the Power creation system from what is presented in Champions: New Millennium, making it closer to the Hero System but simplifying the calculation of Power Modifiers.

I do not know if anyone other than myself will ever use **Fuzion Jazz** in a game; I think it’s unlikely, but that’s probably for the best.

As I said in the introduction, **Fuzion Jazz** is not a replacement for Fuzion or Hero System: I have a deep affection for Hero Games, and a great deal of respect for both Hero System and Fuzion. You should definitely support Hero Games by buying their products; role-playing would not be the same without them, and nothing says “thank you” quite like cash. While you’re spending money, check out Gold Rush Games’ products, too: they are putting out Hero System and Fuzion sourcebooks that are rivals to some of the best Hero System books ever published.

Changes

From Jazz 1.1 to 1.2

Merged the Melee Weapons skill into the Hand-to-Hand skill.

Combined the Ranged Weapons skill and the Small Arms skill into the Ranged Combat skill.

From Jazz 1.0 to 1.1

Adjusted the point allowances for various power levels, after doing some conversions between Hero System and Fuzion Jazz.

Deleted Damage Resistance (it’s redundant).

Added a few more Enhanced Senses, such as Discriminatory Sense Group and Night Vision.

Added Extra Actions for those combat monsters out there.

All of the costs for Mental Powers were wrong, and have been revised. Ditto for several of the Adjustment Powers.

Deleted Elemental Control from the Power Frameworks (not needed if you get enough Power Points to begin

with).

Sorted Actions (aka maneuvers) according to usefulness.

Added a section on Experience. We need to know how to get and spend experience, don't we?

Conversions

I rather doubt anyone will be converting between **Fuzion Jazz** and either Fuzion or Hero System. However, on the off chance you want to, here's how to convert from one set of stats to another. This isn't an exact conversion, of course: for best results, use your brain.

Fuzion Jazz	to	Fuzion
Intelligence	=	Intelligence
Willpower	=	Willpower
Willpower	=	Presence
Intelligence + Agility	x ½ =	Technique
Agility	=	Reflexes
Agility	=	Dexterity
Constitution	=	Constitution
Strength	=	Strength
Constitution	=	Body
Movement	=	Movement

Fuzion	to	Fuzion Jazz
Strength	=	Strength
Constitution	=	Constitution
Intelligence + Technique	x ½ =	Intelligence
Willpower + Presence	x ½ =	Willpower
Reflexes + Dexterity	x ½ =	Agility
Movement	=	Movement

Fuzion Jazz	to	Hero
Strength	x 3 =	Strength
Agility	x 3 =	Dexterity
Constitution	x 3 =	Constitution
Constitution	x 3 =	Body
Intelligence	x 3 =	Intelligence
Willpower	x 3 =	Ego
Willpower	x 3 =	Presence
Levels of Ext. Beauty	x 5 + 15 =	Comeliness
Run	x ½ =	Running (in.)

Hero	to	Fuzion Jazz
Strength	x ⅓ =	Strength
Stun	x ⅓ =	Constitution
Intelligence	x ⅓ =	Intelligence
Ego + Presence	x ⅓ =	Willpower
Dexterity	x ⅓ =	Agility
Running (inches)	x ⅔ =	Movement
Comeliness - 15	x ⅓ =	Ext. Beauty(+)