

Super Dupa Light Pickled Fuzion

Determining Characteristic Points by Campaign Style	
Everyday	20 CP
Competent	30 CP
Heroic	50 CP
Incredible	60 CP
Legendary	80 CP
Superheroic	90+ Cp

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When getting ready the GM should select a Campaign Style. This will help determine how many **Characteristic Points & Option Points** will be given out. Below are the different Campaign Styles:

The Super Dupa Characteristic Overview

INT	Intelligence: How smart you are.
WILL	Willpower: How you face danger and how cool you can be.
PRE	Presence: How well you impress other people. Charisma in other words.
DEX	Dexterity: The skill you use to dodge, shoot and be fancy with your moves.
STR	Strength: Just like it says.
BODY	Body: Your overall size and body type.
MOV	Movement: How fast you can run, swim, and such.

The Super Dupa Derived Characteristics

STUN	BODY times 5. Tells how much punishment you can take from falls and punches.
Hits	BODY times 5. These are your hit points.
SD	Stun Defense. BODY times 2. How resistant you are to stun damage.
REC	Recovery. STR+BODY. How fast you heal from damage. You get back this much Stun when you rest and this many Hits back for each day of medical attention.
RUN	MOVE times 2. Just as it says.
RES	Resistance. WILL times 3. How much mental damage you can resist before taking damage from mental attacks.
LUCK	INT+DEX. Use these points to adjust dice rolls or damage. When you run out of LUCK points you're out of luck.
END	Endurance. BODY times 10. How long you can go before you run out of energy.
ED	Energy Defense. BODY times 2. How much you can resist from damage done by energy weapons.
SPD	Speed. $\frac{1}{2}$ DEX. Initiative.
HUM	Humanity. PRE times 10. Your morality and humanity. Used when facing horrific scenes and experiencing worse.

Campaign Style	OP
Everyday	25
Competent	35
Heroic	45
Incredible	55
Legendary	65
Superheroic	75+

Option Points

Option Points or **OP** are used to buy **Complications**, **Skills**, **Perks**, **Talents** and **Gear**. When doing character generation for **Fuzion I** tend to suggest buying **Skills** first and then moving onto other things. However, when you buy **Complications** you gain more **OP** to use in other places. For a quick start game, don't bother with them. Move straight onto the **Skills**.

Complications:

If you want to round out your character and get your hands on more **OP** then buy some **Complications**. Each **Complication** can give you **OP** in increments of how bad it is. 5, 10, 15, 20. **GMs** are encouraged to limit **Complications** to keep players from cheating their characters. Here is a quick list of **Complications**:

Complications

Psychological Complications

Absent Minded
Bipolar
Delusions
Masochist
Phobia
Paranoia
Split Personality

Personality Traits

Airhead
Bad Tempered
Coward
Obsessed
Shy
Stubborn
Berserker
Unlucky

Physiological Limitations

Missing Limb
Reduced Hearing
Reduced Mobility
Reduced Sight
Uncontrolled Change
Vocal Impairment
Vulnerability
Susceptibility

Social Complications

Public Figure
Bad Reputation
Secret Identity
Poverty
Personal Habits
Oppressed
Distinctive
Outsider

Enemies

Capabilities
Extent
Intensity

Responsibilities

Code of Honor
Sense of Duty
Vow

Dependents

Compulsive Behaviors

Addiction
Honesty
Impulsiveness
Intolerance
Jealousy
Kleptomania
Lecherous

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Skills

Skills are bought with **OP**. The first thing you want to do is put the following skills on your character sheet at Level 2: **Perception, Concentration, Education, Persuasion, Athletics, Teaching, Local Expert (the area you're from), Hand to Hand** and **Evasion**. These are your everyman/woman skills. Pretty much everyone has these. If a character doesn't for some reason, then the two **OPs** gained may be placed in an area that compensates for it. Each skill costs one **OP** per level. The list below is a generic list of skills. If there is a skill that you want, make it up.

SKILLS

Fighting Skills

Evade

Hand to Hand

Melee Weapons

Ranged Weapon Skills

Gunnery

Heavy Weapons

Marksmanship

Awareness Skills

Clerecy

Concealment

Concentration

Deduction

Lip Reading

Perception

Psionics

Shadowing

Sorcery

Surveillance

Tracking

Control Skills

Animal Handler

Driving

Pilot

Riding

Body Skills

Acrobatics

Athletics

Climbing

Contortionist

Stealth

Social Skills

Bribery

Conspiracy

Conversation

Interrogation

Leadership

Persuasion

Seduction

Streetwise

Trading

Wardrobe/Style

Technique Skills

Bugging

Demolitions

Electronics

Forgery

Gambling

Jack of All Trades

Lockpicking

Mechanics

Paramedic

Security Systems

Weaponsmith

Performance Skills

Acting

Disguise

Mimicry

Oratory

Performance

Singing

Sleight of Hand

Ventriloquist

Education Skills

Bureaucratics

Business

Computers

Criminology

Cryptography

Education

Espionage

Expert

Languages

Medicine

Navigation

Professional

Research

Science

Survival

System Ops

Tactics

Teaching

Talents

Talents are those abilities that people were just born with. Each **Talent** costs **3 OP**. If the **Talent** can have levels then each level (X) costs an addition **3 OP**. Here is a list of **Talents**:

Talents

Acute Senses (X)

Ambidexterity

Animal Empathy

Beautiful/Handsome (X)

Blind Reaction

Combat Sense (X)

Common Sense

Direction Sense

Double Jointed

Eidetic Memory

High Pain Threshold

Immunity

Intuition

Lightning Calculator

Light Sleeper

Longevity

Night Vision

Perfect Pitch

Rapid Healing

Schtick

Simulate Death

Speed Reader

Time Sense

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Perks

It pays to be you. There are certain privileges or advantages you have over others in the social arena. Each **Perk** costs one **OP** per level.

Perks

- Membership
- License
- Contract
- Favor
- Renown
- Wealth

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