

Jay Libby Presents:

# GI JOE

## THE RPG

*GI Joe is the codename for American's daring, highly trained special mission force.*

*It's purpose, to defend human freedom against Cobra- a ruthless, terrorist organization determined to rule the world.*

Welcome to the Fuzion Blok's FREE G.I. Joe the Role-Playing Game. Fuzion is a trademark of Fuzion Labs. Fuzion Bloks is a creation of Jay Libby.

This is a free RPG. All properties of GI Joe are trademarked by HASBRO. I would like to thank YoJoe.com for their amazing resources and help in trimming this game down a bit.

So how do you play?

The RPG is a game where a group of friends sit around and play out adventures written by the Game Master (GM). It's a social thing.

This game uses two types of dice:

D6 (Six-sided Dice: d6)

D10 (Ten-sided Dice: d10)

You will need some pencils, paper and if you want, customized Joe or actual Joe action figures to represent your character.

This game can be played two ways: Cartoon style and Comic Book style.

In the cartoon style all shooting weapons do STUN Damage, because bullets now turn to lasers. No one dies. This is great for kids who want to play.

In the Comic Book version all weapons play as presented in this PDF. This is more for those die hard military gamers and collectors.

The rules for the game are presented in a way to make game play fluid. There are not massive rules that slow down the game. Yet, there is still enough to make the game fun for people who need tons of complexity. Players will be able to play either Joes or COBRAs, but of course this is a game where good must defeat evil. For GMs, you have all the resources needed to create your villains and support Joes.

#### Support Material:

This PDF is a work in progress. I will be adding art as I finish it and there will be PDFs for both GI Joe support staff and COBRA. The vehicles will be coming soon.

#### About the Author:

Jay Libby served in the US Navy, even after a chemical spill which gave him a great case of cancer. Today he is an Associate Professor and professional game designer, not to mention artist. He brings the GI Joe RPG to the fans. This game has not been presented to the gaming community, because they have enough games.... So this one is for his fellow Joes all over the world!

### So what is GI Joe?

As it says in the song: GI Joe is the codename for American's daring, highly trained special mission force. It's purpose, to defend human freedom against Cobra, a ruthless, terrorist organization determined to rule the world. In the old days, GI Joe was a massive military force that fought COBRA on every front. They had all the funding they needed and didn't worry much about gear. In the recent comics, GI Joe is this small operation of Special Forces operatives who are fighting COBRA with a smaller budget. In the Chuck Dixon series, we get a re-launch. Some things have been consistent. General Hawk leads the GI Joe program. Duke runs the troops. The Joes have a headquarters that includes "The Pit," a secret underground complex where the Joes keep all their guarded secrets.

### So what is COBRA?

COBRA is a terrorist organization with a lot of money and not much explanation behind it. All we know is that they want to rule the world and they have a lot better technology than the Joes. There are two histories to COBRA. The cartoon version gives us Cobra Commander, sent out by an ancient race/society known as Cobra-La. He builds a mighty army with the help of Destroy and COBRA is formed. But Cobra Commander's cowardly demeanor bring about the creation of Serpentor, a genetically engineered human using the DNA is the vilest military leaders to ever walk the Earth. The power struggle leads to Cobra Commander getting turned into a snake and then back to a human where he dethrones Serpentor.

The comic books bring about the creation of COBRA after a car accident kills Cobra Commander's brother. He is so bent on revenge that he forms COBRA. There are so many plot twists to the comics it's hard to keep track. This version of COBRA has much more legal power and plays games using the law to their advantage. In Chuck Dixon's relaunch, COBRA is this shadow organization that works in the shadows, so far. COBRA has several bases across the globe. That is consistent with all versions.

## Character Creation

Welcome to the Fuzion Bloks character creation system. It has been designed for your easy use. Who wants to spend hours creating a Joe when you can do it in 15 minutes! In order to build a character you simply follow the Blocks and build your character from there. Here is the Building Block order:

- Choose your Character Type
- Character Experience
- Pick your Career Path
- Character Focus
- Professional Type
- Persona
- Buying Skills
- Talents
- Perks
- Buying Armor, Gear, Weapons, Vehicles

## Character Types

The Character Type is used to start generating Characteristics and so on. Each Character Type comes with its own bonuses. Character Types are NOT stackable.

### Civilian

This is your average level human, the typical person off the street.

Character Type Bonus:

All Characteristics start at 1.

May choose 1 additional skill outside of Common Skills at +2

### Above Average

This is the next step up. Athletes come to mind with this type. The above average character type is much more active than the usual crowd or much smarter.

Character Type Bonus:

All Characteristics start at 2.

May choose 3 additional skills outside of Common Skills at +2

### Combat Oriented

A combat oriented character is well trained. They include military, pirates and other combat oriented types.

Character Type Bonus:

All Characteristics start at 3.

May choose 4 Combat related skills at +2

May choose 3 Combat Related items.

## Character Experience

When creating characters the Game Master must tell players what experience level the players will be starting at. Each Experience level comes with certain bonuses. Character Experience is NOT stackable. Please note that Character Experience also determines how many Tiers players may choose when building characters.

### Boot

The Boot is new to the game. They have enough skill to hold their own to some degree, but not enough to make them instant heroes. Boots tend to fall victim to bad decisions in their first few years. Then they move up in the world.

Boots Gain:

4 Tiers

30 Fuzion Points

+1 to Characteristics in their Character Focus

+1 to all Player's skills.

### Experienced

The Experienced character is one that has been out there and knows the difference between a good decision and a bad one. This character can see the signs and knows how to schmooze with the best of them. This doesn't make you well known; it just means you can become a viable target to the enemy.

Experienced Gain:

6 Tiers

60 Fuzion Points

+2 to Characteristics in their Character Focus

+2 to all Player's skills

### Icon

The Icon has made her or his name extremely well known. They are defined champions or the people and war heroes. The Icon is feared by his weaker enemies and respected by his equals. When the Icon character hits the scene people cheer (or sneer). The best of the best are Icons.

Icons Gain:

8 Tiers

90 Fuzion Points

+3 to Characteristics in their Character Focus

+3 to all Player's skills

## Career Path

Welcome to Career Paths, where your character gets their meat. Each tier comes with a description, a list of template skills that the character **MUST** take, and Options that come with the tier. Players start here and build their way up. The numbers next to the abbreviations are the Levels that the skills are at. So how many Tiers do you get to pick from? Game Masters determine the number of Tiers players may choose when creating characters. This is usually determined by Character Experience. Because most games will put the players in the shoes of highly trained military operatives that are experienced Icons. As you stack your Tiers you will find that you might have overlapping skills. Just add the skill levels and that is your new skill level. *You pick a Tier that has Stealth REF 2 and then the next Tier you pick has Stealth REF 2. Your Stealth skill is now level 4.*

## TIER ONE

### Basic Civilian

This is where everyone starts. The Basic Civilian works five days a week and dreams big dreams. All players gain this for FREE.

- All Common Skills at Level 2
- Pick Two Non-Combat Skills at Level 2

### Basic Terrorist (COBRA)

You have been recruited or brainwashed by COBRA to carry on with your everyday life and step up when called upon. There are whole towns of COBRA operatives out there. The sweet old lady next door could be one!

- Espionage SM/WILL 2
- Communications SM 2
- Marksman <Pick 1> HEC 2
- Melee <Pick 1> REF 2
- Surveillance SM 2

**General Military Career (Paramilitary and COBRA)**

**Prerequisite:** Basic Terrorist (COBRA ONLY)

There are military organizations all over the world that do not answer to any government. These individuals are ready for war in one form or another. All COBRA operatives MUST take this Tier. COBRA troopers fall into this category.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Knowledge: Military Protocol SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Survival SM2
- Membership 1: Enlisted

**Air Force Career**

The Air Force is dedicated to protecting America through air power. The men and women of this branch spend their days maintaining aircraft and monitoring the skies for enemy attacks. When it comes to early warnings, the Air Force is the branch that sends them out.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Communication SM 2
- Communication SM 2
- Domestics SM 2 (Ironing, Mopping, Cooking)
- Knowledge: Air Force History SM 2
- Knowledge: Military Protocol SM 2
- Parachuting SM/REF 2
- Perception SM 2
- First Aid SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Survival SM 2
- Membership 1: Enlisted

## Army Career

Throughout American history, the Army has been hailed as heroes. They have fought and died in every war America has waged. They guard us during peacetime and bring our enemies to their knees during wartime. These grunts have spirit and will gladly secure front line positions so others may be safe.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Domestics SM 2 (Ironing, Mopping, Cooking)
- Knowledge: Army History SM 2
- Knowledge: Military Protocol SM 2
- Navigation SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Survival SM2
- Tactics SM 2
- Membership 1: Enlisted

## Marine Career

The JARHEAD is probably the most combat oriented soldier the US military has to offer. They will throw down in a heartbeat and don't even break a sweat. The marine is trained to love their rifle and love their country. And if the President sends them to war then they do so with a smile and send God lots of new friends. Semper Fi!

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Domestics SM 2 (Ironing, Mopping, Cooking)
- Knowledge: Marine History SM 2
- Knowledge: Military Protocol SM 2
- Parachuting SM/REF 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Survival SM 2
- Tactics SM 2
- Membership 1: Enlisted



## Navy Career

Sailing the seven seas and protecting America are the two things that the Navy sailor does best. The Navy has a presence all over the globe. They fly support missions from aircraft carriers, police the oceans, blockade ports and intimidate the world with their nuclear submarines, keeping the enemy from giving in to temptation and starting global Armageddon. Although some sailors are more prone to get into drunken brawls while in ports, which gives some of them a bad name, their loyalty is strong.

- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Communication SM 2
- Engineering: Damage Control SM/HEC/REF 2
- Domestics SM 2 (Ironing, Mopping, Cooking)
- Knowledge: Navy History SM 2
- Knowledge: Military Protocol SM 2
- Knowledge: Firefighting SM/HEC 2
- Perception SM 2
- First Aid SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Survival SM2
- Membership 1: Enlisted

### **Driver Path**

The Driver Path is for people that want to drive tanks, trucks and other ground vehicles. Anyone who wishes to specialize in driving MUST take this path first. This path may be taken multiple times, but it counts as a Tier taken.

- Concentration WILL 2
- Communication SM 2
- Drive <Pick One> SM/HEC
- Navigation SM 2
- Perception SM 2
- Engineering <Ground Vehicle of Choice, must match Drive skill> SM 2
- Increase to Membership +1

### **Pilot Path**

Any player who wants to fly aircraft must take this Path. Player's with the Pilot Path must pick an aircraft they wish to pilot. This path may be taken multiple times, but it counts as a Tier taken.

- Concentration WILL 2
- Communication SM 2
- Pilot <Pick One> SM/HEC
- Navigation SM 2
- Perception SM 2
- Engineering <Aircraft of Choice, must match Pilot skill> SM 2
- Increase to Membership +2

### **Martial Arts Career Path**

Some warriors prefer the way of the martial artist, than the way of the gun carrying soldier. Players pick a specific martial arts style and the weapons they use. Any player taking this path must add +2 years to their age to represent time in training. Ninja come from this career path. This path may be taken multiple times as separate Tiers.

- Athletics: Climbing STR 2
- Athletics: Running MOVE
- Athletics: Swimming STR 2
- Concentration WILL 2
- Martial Arts <Pick One Style> REF 2
- Melee Weapons <Pick Three, Representing Style> REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2

### **College (Basic)**

Some players may have come from a college background or maybe the military sent them to special schooling. This training focuses on NON-COMBAT skills. This ranges from Law to Paramedic.

- Choose a major, you gain all the skills under that major at level 2 <Equivalent to a Associate's Degree>

## TIER THREE

### **Air Force Special Operations**

**Prerequisite:** Air Force Career, Pilot Career, Combat Pilot

These are the best of the best from the Air Force. Each is specially trained to handle the best hardware the Air Force has to offer. When they come across the horizon, it roars like a storm of the Gods. Most conduct intelligence operations while others jump head first into the battle and make one heck of an impression on all the right people.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Communication SM 2
- Knowledge: Air Force History SM 2
- Knowledge: Military Protocol SM 2
- Tactics SM 2
- Parachuting SM/REF 2
- Perception SM 2
- First Aid SM/HEC 2
- Melee: Combat Knife REF 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Stealth REF 2
- Survival SM 2
- Increase to Membership +2

## Army Green Berets

**Prerequisite:** Army Career Path

These are the best that the Army has to offer. They are famous throughout their history for acts of courage and sacrifice. Each is a qualified Special Forces trooper. When it comes to ground troop warfare, the Green Berets can conduct themselves efficiently and effectively against enemy forces.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Demolitions SM/HEC 2
- Knowledge: Army History SM 2
- Knowledge: Military Protocol SM 2
- Tactics SM 2
- Navigation SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick Two> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Stealth REF 2
- Survival SM2
- Increase to Membership +2

## Navy SEALS

**Prerequisite:** Navy Career Path

The Navy SEALS are legends in the military. They are above the best of the best. Each one is a one man fighting machine that is trained to not only survive uncanny odds, but do it in a way that makes the enemy tremble with fear. The SEAL is able to sneak into an enemy stronghold, take out the enemy commander and sneak out before anyone can let out a belch. Much like a ninja, but with lots of guns.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Concentration WILL 2
- Knowledge: Marine History SM 2
- Knowledge: Military Protocol SM 2
- Tactics SM 2
- Navigation SM 2
- Parachuting SM/REF 2
- SCUBA SM 2
- Drive: Small Watercraft SM/HEC 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick Two> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Combat Knife REF 2
- Survival SM 2
- Tracking SM 2
- Increase to Membership +2

## Special Forces

**Prerequisite:** Pick One Military Career Path

The military has many special units. These men and women fill out the rest of the US military special force units. They are highly trained to handle many situations both combat and intelligence. Many covert operatives have this type of training in order to fight their way out of a pinch if discovered.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Concentration WILL 2
- Knowledge: Military Protocol SM 2
- Tactics SM 2
- Navigation SM 2
- Parachuting SM/REF 2
- SCUBA SM 2
- Drive <Pick Three> SM/HEC 2
- Pilot <Pick Two> SM/HEC 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Small Arms HEC 2
- Marksman <Pick Four> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Combat Knife REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2
- Increase to Membership +2

## Combat Pilot

**Prerequisite:** Pilot Career, Air Force/Navy Career

Put these pilots in a fighter jet or combat helicopter and you are guaranteed to see the enemy run. Each one has an iron will and can take the Gs with a smile. Some later move on to become astronauts, while the rest usually end up crashing in a ball of fire. It's not a lifestyle for the sane. Who in their right mind flies full speed into a dogfight with missiles exploding all around them?

- Concentration WILL 2
- Communication SM 2
- Aircraft Gunnery HEC 2 (Must match your Pilot Career)
- Pilot <MUST match your Pilot Career> SM/HEC
- Navigation SM 2
- Perception SM 2
- Tactics SM 2
- Engineering <Aircraft of Choice, must match Pilot skill> SM 2
- Increase to Membership +2

## Specialty

**Prerequisite:** Pick One Military Career Path

Some military personnel have specialty training for specific weapons or skill. To represent this, the player may choose a Specialty. This counts as  $\frac{1}{2}$  a TIER and may be taken TWICE, but they must be split between Combat and Non-Combat Skills. *Example: Roadblock has a Specialty of Heavy Weapon: Machinegun and also has the Specialty of Cooking.* Players may also take small skill packages like Marksman: Small Arms, Marksman: NATO Small Arms and Marksman: Warsaw Pact.

- Pick 1 Combat or Non-Combat Skill at Level 4

## Martial Arts Expert

**Prerequisite:** Martial Arts Career Path

These are the best of the best. Each martial artist is a walking weapon. They are trained to endure and can fight with broken bones and suffer no penalty. To represent this, all Tier Three Martial Artists ignore Non-Lethal Damage equal to their CON. Also add +2 years to the character's age to represent training. Any player taking this must add +2 years to their age to represent time in training.

- Athletics: Climbing STR 2
- Athletics: Running MOVE
- Athletics: Swimming STR 2
- Concentration WILL 2
- Martial Arts <Pick One Style> REF 2
- Melee Weapons <Pick Three, Representing Style> REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2

## College (Advanced)

**Prerequisite:** College (Basic)

- Choose a major, you gain all the skills under that major at level 2
- < Equivalent to a Bachelor's Degree >

## Linguist

**Prerequisite:** College (Basic)

This person speaks this language almost like they are a native of that land. Great for global missions.

- Choose one Language SM 2

This TIER counts as  $\frac{1}{4}$  of a TIER per language.

## TIER FOUR

## G.I. Joe

**Prerequisite:** Pick One Military Career Path, Two Tiers of College/Specialty or Linguist, Pick One Tier Three Military Tier

Highly trained to deal with the worst of the worst, the Joe is a hero above all.

The reputation of GI Joe is legendary. Kids want to be them, women want to marry them and the government wants to control them. The Joes rely on funding from the Pentagon and tend to have to play the game to keep the money flowing. When COBRA arrived on the scene, the Joes found themselves fighting an enemy that practically lived next door. If you are a Joe, you are truly a hero.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Demolitions SM/HEC 2
- Pilot <Pick Two G.I. Joe Aircraft> SM/HEC 2
- Gunnery <Pick Two G.I. Joe related> HEC 2
- Drive <Pick Two G.I. Joe Vehicles> SM/HEC 2
- Tactics SM 2
- Navigation SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick Two> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Stealth REF 2
- Survival SM2
- Increase to Membership +1



## COBRA

**Prerequisites:** Basic Terrorist, General Military Career (COBRA),  
College: Business or Law (Crimson Guard ONLY).

When it comes to the smarter of the COBRA operatives, the 4<sup>th</sup> Tier represents the Viper and Crimson Guard forces. These are men and women who are ready to take down freedom on the battlefield and in the courtrooms. It takes a special kind of person to be able to buy out the local soup kitchen in order to build a secret bio-weapons facility and not think twice about it.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Espionage SM 2
- Knowledge: Military Protocol SM 2
- Pilot <Pick one COBRA Aircraft> SM/HEC 2
- Drive <Pick one COBRA Ground Vehicle> SM/HEC 2
- Gunnery <Pick Two COBRA related> HEC 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Survival SM 2
- Increase Membership +1

## **Military Officer**

**Prerequisite:** Pick One Military Career Path, Two Tiers of College/Linguist

These are the educated men and women who lead our troops from offices and from the front lines. They have all been to college and have training that suits their specific jobs. Officers tend to not be respected as much, but Joe officers are feared.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Communication SM 2
- Computers SM 2
- Knowledge: Military Protocol SM 2
- History: Military SM 2
- Language <Pick One> SM 2
- Tactics SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Melee: Combat Knife REF 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Survival SM 2
- Increase to Membership +5

## **Martial Arts Master**

**Prerequisite:** Martial Arts Career Path, Martial Arts Expert

You are the Master of your art. You can dodge bullets, walk on wire and climb walls with your bare hands. You move so silently that you can't be detected. You not only break bricks with your hands, but you can take apart a tank with select strikes. To represent the insanity of this last Tier, the player always gains a +10 to all rolls and damages related to their arts (in addition to their regular skill levels)

Any player taking this must add +2 years to their age to represent time in training.

- Athletics: Climbing STR 2
- Athletics: Running MOVE
- Athletics: Swimming STR 2
- Concentration WILL 2
- Martial Arts <Pick One Style> REF 2
- Melee Weapons <Pick Three, Representing Style> REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2

## **Character Focus**

The Character Focus offers up bonuses to players who choose to specify what style character they wish to play. The Character Focus is broken down into two groups: Mental and Physical

### **Physical Focus**

- +1 to Reflexes
- +1 to Hand-Eye Coordination
- +1 to Body
- +1 to Strength
- +1 to Constitution
- +1 to Movement
- 1 to Smarts
- 1 to Willpower

### **Mental Focus**

- +2 to Smarts
- +1 to Willpower
- +1 to Hand-Eye Coordination
- 1 to Reflexes
- 1 to Body
- 1 to Constitution
- 1 to Strength
- 1 to Movement

## **Professional Type**

Players usually have jobs. This helps determine their Resource Points which may be used to buy items of need. It also covers overhead for room and board. Resource Points presented here are just the BASE line. The BASE increases by adding your Basic Education to the Resource Point BASE. Example: You work Part time so your BASE is 30 Resource Points per week. Your Basic Education is 6. Add that to your base. Now your Resources per week are 36 points. Players who take Skill Headers in a specific field also gain Resource Points equal to their Skill Level per week as long as they are working in that profession. If not there is no increase.

### **Per-Deum**

You work here and there when needed. Sometimes it can be steady and sometimes it can be extremely dead. Resource Points: 15 Per Week.

### **Part Time**

About three days a week you work. This job could be a stepping stone or just extra cash to have on hand. Resource Points: 30 Per Week.

### **Full Time**

This is your career job, or at least one that holds you over. You must dedicate at least five days a week, doing 8 hour shifts. You get paid time off at the rate of 2 weeks a year. Resource Points: 40 Per Week.

## **Persona**

Everyone has an attitude to them. This helps dictate what they are likely to say or what they might do in certain situations. It also defines their lifestyle in many ways. How they dress, stunts they might pull and who they might just set off.

### **Arrogant**

The Arrogant player thinks that they are all that and more. They have killer gear, powers or more that make them so formidable that the player thinks they might very well be unstoppable. People with money tend to have this problem. They think that their money makes them Gods. The Arrogant player is also one that falls into deep depression and drug abuse if they get their butts kicked. They also are more likely to engage in acts of vengeance against the people who defeat or embarrass them.

Arrogants Gain:

+1 to PRE

+10 Fuzion Points

### **Cold Blooded**

This type of person is just cold. They don't feel for others and are likely to kill an innocent just to complete a mission. The Cold Blooded player tends to live for themselves and don't like working with a team. The only time a Cold Blooded player works with others is if there is a fat paycheck or an ulterior motive like access to kick-butt weapons and gear. Some Cold Blooded characters are on big corporate payrolls these days.

Cold Blooded Gain:

+1 to WILL

+1 to PRE

+5 to Fuzion Points

### **Compassionate**

The Compassionate player cares about those around them. They help those in need and are very quick to come to the rescue of the weak. A Compassionate player will prevent other players from doing harm to innocents. The downside is if the player causes harm to anyone who doesn't deserve it they tend to fall into depression and question themselves. If this happens the character is likely to pause or hesitate on other missions.

Compassionates Gain:

+1 to PRE

+10 Fuzion Points

### **Egomaniacal**

An Egomaniacal player is always up to no good. They scheme constantly to gain more and more, be it financially or material means. The Egomaniacal player is pretty smart and can work out any situation to their advantage. Some work for companies and others run them. Even more are masterminds plotting to take over everything from small businesses to entire planets. An Egomaniacal player thinks they are above everyone and cannot accept defeat, even when their operation is burning down around them.

Egomaniacals Gain

+1 to WILL

+1 to PRE

+1 to Smarts

### **Hero**

The Hero dedicates their life to saving the world even when the world might not want saving. They get involved in things that are above the human range. A Hero is supposed to be selfless, but if they look good in the process they don't mind the press. Heroes mix it up with the worst of them and half the time end up being killed.

Heroes Gain:

+1 PRE

+1 Body

+5 Fuzion Points

### **Sinister**

When it comes to being evil, this is the one that does it. They will kill an innocent, blow up whole villages and turn teammates against one another, all while smiling a devil's grin. A Sinister character can plot and outwit the general public. They will murder anyone who crosses their path or looks at them funny. Behind any scene of the macabre there is likely a Sinister person lurking. The Sinister player if defeated will work feverishly to exact revenge.

Sinisters Gain:

+1 to Smarts

+1 to PRE

+5 to Fuzion Points

## **Fuzion Points**

Fuzion Points (FP) are used to increase characteristics, buy skill levels, powers and gear. You may also use them to buy Talents and Perks. Here's how they work:

- Increasing Characteristic: 5 FP= 1 Characteristic point
- Buying Perk: 3 FP=1 Perk, 1 Perk level
- Buying Talents: 5 FP= 1 Talent
- Buying Skills: 2 FP= 1 Skill, 1 Level
- Buying Armor, Gear, Weapons: 5 FP=1 Resource Point

## **Characteristics**

**Smarts (SM):** How intelligent you are.

**Willpower (WILL):** How you face danger and how cool you can be.

**Presence (PRE):** How well you impress other people. Charisma in other words.

**Reflexes (REF):** The characteristic you use to dodge and be fancy with your moves.

**Hand-Eye Coordination (HEC):** How well you can pilot, shoot, and throw.

**Strength (STR):** Just like it says.

**Constitution (CON):** How long the human body can function before needing a rest.

**Body (BDY):** Your overall size and body type.

**Movement (MOV):** How fast you can run, swim, and such.

## **Derived**

**STUN:** This is how much non-lethal damage a player can take. Examples of stun damage include blunt object impact, falls, energy based damage and power damage. STUN is determined by multiplying Body times 10.

**HITS:** When your STUN is gone or when you get hit with lethal damage you lose HITS. Examples of lethal damage include edged damage and piercing damage. HITS are determined by multiplying Body times 10.

**Healing:** This is how much the player heals per day. Each day the player gains back HITS equal to their Body. After all HITS are healed the player then starts healing STUN damage.

**Natural Mental Resistance:** This is how much psychic damage a person may soak before they take actual damage. A human may resist psychic damage equal to their Willpower.

**Natural Physical Resistance:** This is how much physical damage a person may soak before losing STUN. A player may resist physical damage equal to their Body. This ONLY applies to STUN damage and not LETHAL damage.

**Run:** This is how fast your player moves when running. Run is determined by Movement times two.

**Initiative:** To determine who goes first during combat the player adds their Smarts+Reflexes+1d10. The highest numbers wins and gets the first action during combat.

**Actions:** This is how many actions you may do during your turn. Actions are equal to the player's **Reflexes + Movement/2**: These are the total Actions you are allotted per turn. This includes your Attack and Dodge.

**Popularity:** Popularity is important when you are helping wage war. Your base Popularity is determined by your PRE. Your base PRE equals your Popularity. For every 15 points of Popularity you earn, your PRE goes up by one. For every 15 points you lose, your PRE goes down by 1.

**Resources:** This is how much money you have. Each Profession has so many Resource Points. Players may convert FP into Resource Points (5 FP=1 Resource Point)

## COMMON SKILLS

Everyone has skills. They help us live our day to day lives. Some are very obvious and others aren't. Common Skills are skills that everyone has. Players use Skill Points to build up their Common Skills. The Common Skills covers just the basics of life, nothing outside of that. Common Skills start out at level 1. Players may spend Fuzion Points to increase skills. The formula for using skills is as follows:

**Characteristic+Skill level+1d10.**

### Hand to Hand

This is your raw fighting ability in unarmed combat. Everyone can scrap when they need to.  
Uses: REF

### Evasion

This is the ability to get out of the way when someone or something is about to hit you.  
Uses: REF

### Perception

This skill helps you notice the obvious and not so obvious. Use this skill for spot, listen and other checks.  
Uses: SM

### Basic Education

This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling.  
Uses: SM

### Fighting Skills

Evade  
Hand to Hand  
Melee Weapons

### Ranged Weapon Skills

Gunnery  
Heavy Weapons  
Marksmanship

### Awareness Skills

Concealment  
Concentration  
Deduction  
Lip Reading  
Perception  
Psionics  
Shadowing  
Surveillance  
Tracking

### Control Skills

Animal Handler  
Driving  
Pilot  
Riding

### Body Skills

Acrobatics  
Athletics  
Climbing  
Contortionist  
Stealth

### Social Skills

Bribery  
Conspiracy  
Conversation  
Interrogation  
Leadership  
Negotiation  
Persuasion  
Seduction  
Streetwise  
Trading  
Wardrobe/Style

### Technique Skills

Appraisal  
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

Bureaucracy  
Business  
Computers  
Criminology  
Cryptography  
Education  
Espionage

Expert  
Languages  
Medicine  
Navigation  
Professional  
Research  
Science  
Survival  
System Ops  
Tactics  
Teaching

## **FIGHTING SKILLS**

### **EVADE**

Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand, Melee Weapons, and Marksmanship Skills. REF

### **HAND TO HAND**

Basic skill at fighting with your hands and other body parts. REF

### **MELEE WEAPONS**

Using different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. REF

## **RANGED WEAPON SKILLS**

### **GUNNERY**

Firing vehicle-mounted weapons, ship-mounted weapons, and artillery. HEC

### **HEAVY WEAPONS**

Use of military weapons such as RPGs, mortars, rockets, missiles, etc. HEC

### **MARKSMANSHIP**

Skills of using personal projectile weapons; guns, SMGs, rifles, beam rifles, etc. HEC

## **AWARENESS SKILLS**

### **CONCEALMENT**

You can hide things and find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. SM

### **CONCENTRATION**

The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. WILL

### **DEDUCTION**

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

### **LIP READING**

This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. SM

### ***Perception***

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

### **PSIONICS**

The ability to use mental powers to alter the physical world or to mentally communicate/influence others. WILL

### **SHADOWING**

The ability to subtly follow someone. Also the ability to spot and lose a tail. SM

### **SURVEILLANCE**

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

### **TRACKING**

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

## **CONTROL SKILLS**

### **ANIMAL HANDLER**

The skills of animal handling, training, and care as applicable. SM

### **DRIVING**

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



**PILOT**

Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for each use of this skill. HEC

**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. REF

**BODY SKILLS****ACROBATICS**

The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. REF

**ATHLETICS**

Basic Athletics skills; flipping, leaping, escaping, throwing, swimming. REF

**CLIMBING**

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

**CONTORTIONIST**

The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. REF

**STEALTH**

The ability to hide in shadows, move silently or avoid detection in combat situations. REF

**SOCIAL SKILLS****BRIBERY**

A character with this skill knows when to bribe someone, how to approach him, and how much to offer. PRE

**CONSPIRACY**

Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans. SM

**CONVERSATION**

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

**INTERROGATION**

The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. PRE

**LEADERSHIP**

The skill of leading and convincing people to follow you. PRE

**PERSUASION**

The ability to convince, persuade, or influence individuals. PRE

**SEDUCTION**

The ability to gain others' trust by offering companionship or favors. PRE

**STREETWISE**

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

**TRADING**

The ability to strike a good bargain with a merchant or customer. PRE

**WARDROBE &/STYLE**

A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. PRE

## **TECHNIQUE SKILLS**

### **BUGGING**

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

### **DEMOLITIONS**

The ability to properly use, handle, set, and defuse explosives SM/HEC

### **ELECTRONICS**

The ability to identify, understand, repair, and rewire electronic devices. SM

### **FORGERY**

The ability to create false documents, identification, currency, and so forth. SM/HEC

### **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. SM/HEC

### **Jack of All Trades**

Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts. SM/HEC

### **LOCKPICKING**

This skill allows the character to open key, combination, electronic, and magnetic locks. SM/HEC

### **MECHANICS**

Skill with mechanical devices and the knowledge of how to repair, replace, and build them. SM/HEC

### **PARAMEDIC**

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

### **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. SM/HEC

### **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. SM

## **PERFORMANCE SKILLS**

### **ACTING**

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

### **DISGUISE**

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

### **MIMICRY**

The ability to perfectly imitate someone else's voice. PRE

### **ORATORY**

The ability to speak to an audience and to deliver a convincing presentation. PRE

### **PERFORMANCE**

The skills of acting, some stagecraft, singing and musicianship. PRE

### **SINGING**

The skill of using your voice for performance and entertainment. PRE

### **SLEIGHT OF HAND**

The ability to palm items, fool the eye, perform magic tricks, etc. HEC

**VENTRILOQUIST**

The character can make his voice sound as if it's coming from somewhere other than himself. PRE

**EDUCATION SKILLS****BUREAUCRATICS**

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

**BUSINESS**

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

**COMPUTERS**

The ability to program and operate computers. SM

**CRIMINOLOGY**

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

**CRYPTOGRAPHY**

The ability to solve simple ciphers and encrypt or decode messages. SM

**EDUCATION**

General knowledge, such as math, history, science, trivia, or current events. SM

**ESPIONAGE**

Gathering and assessing intelligence and orchestrating spy operations. SM

**\*EXPERT**

Any one field of knowledge: stamps, gardening, local lore, anime trivia, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. This may be bought once per expertise. This counts as a single bonus of +5 to all rolls regarding that Skill. SM

**LANGUAGES**

Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language in the family; all others in that group are at 1/2 of primary. SM

**LOCAL EXPERT**

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

**NAVIGATION**

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

**PROFESSIONAL**

The ability to perform a certain profession (such as artist, actor, doctor, hockey player, scientist, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. SM

**RESEARCH**

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

**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. SM

**SURVIVAL**

This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. SM

**SYSTEMS OPS**

This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate. SM

**TACTICS**

The ability to manage a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle. SM

**TEACHING**

The ability to impart information or skills to other. PRE

**Talents**

Talents are those abilities that people were just born with. Each Talent costs 5 FP. If the Talent can have levels then each level costs an addition 5 FP. Here is a list of Talents:

Acute Senses (X)	Lightning Calculator
Ambidexterity	Light Sleeper
Animal Empathy	Longevity
Beautiful/Handsome (X)	Negative Psionic
Blind Reaction	Night Vision
Combat Sense (X)	Perfect Pitch
Common Sense	Rapid Healing
Direction Sense	Schtick
Double Jointed	Simulate Death
Eidetic Memory	Speed Reader
High Pain Threshold	Time Sense
Immunity	
Intuition	

**Acute Senses [X]:**

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

**Ambidexterity:**

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

**Animal Empathy:**

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

**Beautiful/Handsome [X]:**

You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Wardrobe/Style skills for each level taken.

**Blind Reaction:**

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

**Combat Sense [X]:**

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

**Common Sense:**

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

**Direction Sense:**

You are never lost, always know where North is and can orient yourself easily without any external cues.

**Double Jointed:**

You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.

**Eidetic Memory:**

You never forget anything you have read, seen, heard, smelled, or touched.

**High Pain Threshold:**

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

**Immunity:**

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

**Intuition:**

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

**Lightning Calculator:**

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

**Light Sleeper:**

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

**Longevity:**

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

**Night Vision:**

You can see in all but absolute darkness.

**Perfect Pitch:**

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

**Rapid Healing:**

You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.

**Schtick:**

A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the GM and should never have an important combat or skill application—always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.

**Simulate Death:**

You can lower your heart rate and breathing to such a low level that it is a Legendary Difficulty to tell whether you are dead or not.

**Speed Reader:**

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

**Time 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

It pays to be you. There are certain privileges or advantages you have over others in the social arena. Each Perk costs 3 FP and 1 FP per level.

Allies  
Followers  
Society  
Membership  
License  
Contract  
Favor  
Rank  
Renown  
Wealth

### **Allies [1 per level]**

Everyone needs friends who will come to help you. In a world where there is danger around every corner, it's good to have allies. For every 2 FP the player gains one ally.

### **Followers [1 per level]**

Everyone needs followers. For each level in this Perk the player may have that number times 10! These followers are not equal to the person with this. Instead they are lesser of them.

### **Society [1 per level]**

There are those who group together in classes. To represent this, players who buy Society may choose what group they belong to. For each level bought shows how they rank in that group.

### **Membership [1 per level]**

You can call upon the resources of an organization, person, government, or group—but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in the FBI would make you a janitor, but at 10 you're the Director's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.

### **License [1 per level]**

The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; a Private Investigator's license 4; a Bounty Hunter's license might cost 6; a Shadow Guard Agent 8, a Nuclear Sales license costs about 9, and having an unconditional license to kill might cost 10.

### **Contact [1 per level]**

You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local

Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to die for you...

### **Favor [0.5 per level]**

A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). Note that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

### **Rank [2 per Rank]**

Your military rank is important in XI. Sometimes it's good to be a higher rank when you need something done and sometimes it's not so great. The skipper goes down with the ship. When creating your character you will either end up being enlisted or an officer. If you are enlisted you buy ranks in the E Pay Rate. If you an officer then you buy from the O Pay Rate. Just to help you out, pilots and leadership are officers. Most ground troops are enlisted. Bulldog pilots and STUB pilots tend to be enlisted.

### **Renown [1 per level]**

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

### **Wealth [1 per level]**

Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 FP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you're rich; you don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you're a millionaire, can live anywhere and buy almost anything you want. The GM might let you exceed Wealth 10, making you a billionaire!

## Armor

Armor, like gear, is bought with Fuzion Points. This is a listing of civilian armor and not military armors. Armor rules work like this:

Any damage done over armor rank does damage to armor directly. So an armor of 10 that takes 11 points of damage will now be 9. Once the armor is gone the player will begin to take damage.

For every 10 points of armor, the player suffers -1 to their REF.

## Weapons

Weapons are bought with Fuzion Points too. These are your basic tools to inflict pain upon others. There are some basic rules to weapons. Some weapons do STUN damage and others do LETHAL damage.

**LETHAL Damage:** Any weapons that does sharp or edged damage. Includes lasers.

**STUN:** Any weapon that does blunt damage or energy style weapons.

**Melee:** Damage: As it says. Add your STR to your damage. So if you have a STR of 3, then you'd gain a +3 to the final damage.

**Number of hands:** How many hands it takes to use this weapon

### Shooting:

**-Damage:** As it says.

**-Range:** How far the weapon can shoot.

**-Ammo:** How much ammunition the weapon has in a clip and such.

**-Firing Rate (FR):** How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired.

**-Number of hands:** How many hands it takes to use the weapon.

## Vehicles

Vehicles too are bought with Fuzion Points. Damage from a vehicle is equal to their SDP+MOVE in STUN damage. If a person hits an object with a higher SDP, the player's vehicle takes the difference between the two. Be reminded that the target still takes damage equal to the speed of the vehicle. Example: Bob is going 50 MPH in his Sedan and hits a truck, his car will take 10 points of damage from the impact with the truck and 50 more points for the 50 mph. The truck he hits will also take 50 points of damage.



## Mechanics That Players Need to Know

**Resolving Actions:** Characteristic + Skill Level + 1d10

**The Turn:** Players determine their Order of Actions. The player then reveals it to the Game Master. The Turn plays out with the person with the highest Initiative going first. Upon completion this starts all over again.

**Order of Action:** Players determine their different actions before each turn. Order of Action works like this: Player takes their number of Actions and determines how many attacks, how many dodges and other actions they will be using. Players may choose to hold actions in case they are attacked. *Bob is running into a room full of COBRA troops. He has four actions. His first action is entering the room (1). His second action is opening fire at the nearest COBRA trooper (2). His third action is ducking for cover behind a storage crate (3). He then holds his fourth action in case someone gets the jump on him (4). If Bob had chosen to keep firing he would not have enough actions to evade an incoming attack.*

**KD:** The stopping power of a material or armor. Subtract the KD from damage before taking away from SDP. Any damage OVER the KD is decreases the value of the armor's KD in that specific area. *A vest has 10KD and gets hit by a weapon that does 15 Lethal Damage. The armor would now be down to 5KD in the area hit.* Armor Piercing (AP) attacks damage armor as if they were Hits.

**SDP:** Structural Damage Points

**SP (Represented as Armor):** Stopping Power for vehicles ONLY. Subtract this number before taking away damage from body. When hit by Armor Piercing attacks, SP is destroyed. Any damage taken OVER the SP, subtract whatever went over from the SP.

**Kills:** 1 Kill= 50 Points of Damage, 1 Kill also equals 50 Hits (Represented by "K")

**Resource Points:** 1 Resource Point= 5 FP and Vice Versa (BUT ONLY TO BUY COMMON ITEMS)

**Armor Piercing (AP):** This does direct damage to armor and material. Any character or machine with armor will lose KD and SP when hit with AP weapons.

**Lethal Damage:** This is damage that is so deadly that you take away from Hits when taking Lethal Damage.

**Stun Damage:** Stun damage is non-lethal at first. Once character Stun is reduced to zero then any additional Stun damage is taken from Hits.

## HOW GOOD IS MY SKILL?

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

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

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

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

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

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

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

### HOW GOOD IS MY Characteristic?

- Less than 1:** Pathetic
- 1-2:** Average
- 3-4:** Above Average
- 5-6:** Highly trained
- 7-8:** Extraordinary.
- 9-10:** Incredible potential.
- More Than 10+:** Above the un-canny.

### Difficulty for Tasks

- Challenged: 10
- Everyday: 14
- Competent: 18
- Heroic: 22
- Incredible: 26
- Legendary: 30
- Super Heroic: 34

### Combat Phases (Detailed Orders of Action)

Combat phases do not go in any particular order, but instead help dictate what you plan to do. Each one of these phases costs 1 Action.

**Movement:** Players take position. Move towards or away from target. Stand still to take aim.

**Attacking:** Players may choose to shoot, throw, strike or go hand to hand.

**Defending:** Players may Evade, Escape, or Parry an attack.

**Other:** Players may choose to Get Up, Eject, Board, Lift or Carry, Reload/Change. Weapon, Use Non-Combat Skill.

### Popularity

- +30 Save the planet!
- +20 Defeat a major villain or save a city.
- +10 Defeat minor villain.
- +5 Stopping a common criminal.
- +5 Public appearance for charity
- +3 Helping an old lady across the street
- +3 Preventing damage to public property
- 3 Damaging public property of minimal value
- 3 Bullying an old lady
- 5 Public rudeness and being disruptive
- 5 Committing a minor crime (break in or assault)
- 10 Committing major crime (robbery)
- 20 Causing major destruction with civilian casualties.
- 30 Murder, killing a villain
- 50 Murder, killing innocent bystanders

### Materials

In a lot of games you see where certain weapons cannot punch through certain types of armor. For each 6 points of KD, a single DC cannot penetrate. So if someone has 12 KD and they were being hit with a 2 DC weapon, there would be no damage or penetration. If the attacker has 3 DC, then yes it would penetrate. Below is a chart to show how much DC is needed to penetrate armor. Any weapon that can penetrate ignores the damage reduction provided by the armor. The only time this doesn't apply is with Armor Piercing Weapons.

KD	DC 1	DC 2	DC 3	DC 4	DC 5	DC 6	DC 7
6	No	Yes	Yes	Yes	Yes	Yes	Yes
12	No	No	Yes	Yes	Yes	Yes	Yes
18	No	No	No	Yes	Yes	Yes	Yes
24	No	No	No	No	Yes	Yes	Yes
30	No	No	No	No	No	Yes	Yes
36	No	No	No	No	No	No	yes

### SDP: Structural Damage Points

- Balsa Wood: 4 SDP
- Plastic: 5 SPD
- Wooden Boards: 7 SDP
- Bricks: 8 SDP
- Aluminum: 9 SPD
- Iron: 13 SDP
- Hardened Steel: 19 SDP
- Titanium: 23 SDP
- Alien Metal: 27 SDP
- Super Alien Metals: 31 SPD

## Variations of Damage

**Blunt, Electrical, Fall damage:** Stun

**Ballistics, Beam, Pointy, Sharp and Radioactive damage:** Lethal

**Vacuum:** 10 Lethal Damage on first turn. 5 Points of Stun Damage each turn after that. Player also suffers either 15 points of instant COLD damage if in the shadows of space. Or they suffer 15 points of instant HEAT damage in direct sunlight.

## Damage Effects

People are going to get shot and electrocuted. That is a given. When players suffer massive damage there is a risk of dying. Presented here are Stun damage and Lethal damage charts to help GMs play out effects of injury.

### Stun Effects

<u>Stun</u>	<u>Effects</u>
1-2	Nothing Happens
3-4	Character shaken.
5-6	Stunned 1 turn
7-8	Stunned 2 turns
9-10	Stunned 3 turns

### Lethal Effects

<u>Hits</u>	<u>Effects</u>
1-2	Painful wound, no effect
3-5	Light Bleeding, no effect
6-10	Steady Bleeding, Lose 1 Hit per turn until stopped
11-15	Heavy Bleeding, Lose 2 Hits per turn until stopped
16-20	Massive Trauma. Player will die in number of turns equal to CON

## Medical Skill and Healing

If a player is bleeding out and they need medical treatment then it's a good thing to have some type of medical skill. In order to stabilize a patient the player rolls their Medical Skill+Characteristic+1d10, difficulty equal to the lost Hits. So if a player has 30 Hits and they suffered 15 points of damage, then the difficulty will be 15. If they received multiple injuries (4 damage from a knife, 10 from a gun and 12 from an explosion which did the bleeding damage then the difficulty would be 28).

**Head:** Any time a player is hit in the head they must make a Con save, difficulty equal to the damage taken. If they fail then the player is out for 1d10 turns. If the player takes 15+ points of Lethal damage to this area all at once they are dead.

**Neck:** A player hit in the neck runs risk of losing their head, literally. If a player takes over 20 points of Lethal damage to the neck all at once, then player is decapitated.

**Chest/Torso:** If a player takes over 25 points of Lethal damage to this area all at once, then player dies.

**Hands/Limbs:** Players who take 15 points of Lethal damage all at once find themselves without this limb.

Roll 1d10	Area
1	Head
2	Neck
3	Torso
4	Chest
5	Right Arm
6	Right Hand
7	Right Leg
8	Left Arm
9	Left Hand
10	Left Leg

## **Penalties**

### **Called Shots**

Large Target -1  
-Chest area  
-Fuel tank

Medium Target -3  
-Stingray Beam Rifle  
-Wing  
-Treads

Small Target -5  
-Cockpit  
-Power Core  
-Airlock

### **Movement Penalties**

Movement -1  
-Shallow Waters  
-Desert Sands  
-Light Snow

Movement -3  
-Waist Deep Water  
-Marshlands  
-Knee Deep in Snow

Movement -5  
-Chest Deep in Water.  
-Swamps  
-Waist Deep in Snow

### **Vision Penalties**

Vision -1  
-Dim Lit Room  
-Light Fog  
-Moonlit Night

Vision -3  
-Faintly Lit Room  
-Medium Fog  
-Medium Smoke  
-Standard Starlit Night

Vision -5  
-Caves  
-Uncanny Darkness

### **Taking Cover**

Partial Cover: -1 to hit anyone in partial cover.  
Half Cover: -5 to hit anyone who is in cover that prevents line of sight to half of their body.  
Full Cover: -10 to hit a target that is completely hid-

**\*A Cockpit hit is pretty much an instant death scenario. If you can eject, cool. If not, bye-bye.**

## **Vehicle Damage**

### **Damage**

### **Effects**

1-2	Dented material, no effect
3-5	Ruptured material, no effect
6-10	Sparking, Roll 1d10. On a roll 1-2 Area ceases to function.
11-15	Heavy Sparking, On a roll 1-5 Area ceases to function. On a roll of 10 it explodes!
16-20	Devastation! Roll 1d10: 1-8 Area blows off! 9 it still works (-4). 10 Massive feedback, vehicle immobilized.

## GI Joe Starter Packs

When you buy a GI Joe action figure at the store, you'll notice it comes with all the gear relevant to that character. So that is what we've done here. There is a lot of gear missing from the Quartermaster, but don't panic. This section, while small covers the small stuff. Keep in mind that Tech and Pilot/Drivers cannot take massive heavy weapons as part of their weapons. The Primary item is the thing that the character specializes in. The Secondary weapon is a small arms, melee or SMG. It cannot be something massive.

### COBRA/GI Joes <Ground Forces>

- Combat Knife
- Gear <Relevant to the player>
- Wrist Communicator
- Primary Weapon <Player's Pick>
- Secondary Weapon <Player's Pick>

### COBRA/GI Joe <Tech Players>

- Combat Knife
- Gear <Relevant to the player>
- Wrist Communicator
- Primary Gadget <Equipment that goes with their tech specialty>
- Secondary Weapon <Player's Pick>

### COBRA/GI Joes <Pilots/Drivers>

- Combat Knife
- Gear <Relevant to the player>
- Wrist Communicator
- Pilot/Driver Gear <Vests, flight suits or whatever else is needed>
- Secondary Weapon <Player's Pick>

## The Quartermaster

This is where you buy your military gear and weapons using your Fuzion Points. Joes get Character Packs specific to their design.

Item	Description	Cost
All Wave Radio	Concealed in an attaché case, it can transmit and receive signals from up to 50 miles away. It is battery powered, but may be plugged in.	12
Acid Pen	The ink in this pen is a corrosive acid capable of burning through the toughest metals. All one needs to twist the pen and the acid drips out. 5 DC per round.	4
Brief Case	This is the standard agent brief case. It comes with a small dagger (1 DC), ten gold sovereigns, and a tear gas booby trap that can be set off if not opened right. It also has a secret compartment for other material.	15
Bug Tracker	Once you've placed a tracer bug, you need to be able to track it. This device comes in an attaché case and is battery powered. It has a tracing range of 100 miles.	12
Cigar Rocket	This small rocket is concealed in the wrapping of a cigar or cigarette. When the filter is squeezed just right, it triggers a small rocket. It has a ten foot range and does 4 DC.	7
Cummerbund Rope	This cummerbund has 50 feet of high density rope concealed inside. Perfect for those after party climbing sessions.	8
Concealed Recorder in Book	This small recording device is located within the body of a book. In most cases the book is hollowed out and a recording device is placed inside. The book can be placed anywhere in a room and unless picked up, no one would think it was a recorder.	6
Detonator Watch	This watch has a small strip of plastic explosives inside with a fuse. Once placed, the user just needs to press a button on the watch to detonate. The explosive does 8 DC.	12
Dart Watch	This watch has a small dart launcher which is located on the inner wrist. It has a range of 20 and does 3 DC. It can be equipped with poisonous darts. It can only fire one shot before needing to be reloaded.	10
Dagger Shoes	Concealed in the sole of these shoes are blades. They are released by pressing a button within the shoe. Some blades come out at the tips, some on the sides, others on the heel. They may be laced with poison to make the effect much more lethal. The blade does 2 DC	10
Digital Audio Recording Camera	Hidden within this 35mm camera is a small audio recorder. It can tape up to one hour of audio. The range is fifteen feet in a semi quiet room and five feet in a loud environment.	10
Digital Photo Identifier	This device is the size of a car stereo unit. Images are transmitted view the wireless web and displayed onto a 3x4 inch view screen. This is great when an agent is out in the field and needs data from their HQ.	12
Digital Camera Uplink	This digital camera transmits up to 50 miles. It has a two hour battery, but may be plugged in. Agents use them on surveillance missions.	10

Item	Description	Cost
Emergency Signal Watch	In times of need all anyone needs to do is turn the face of this watch and it will send out a signal to anyone waiting. It has a two mile range.	6
Electric Razor Bug Detector	This electric razor doubles as a bug detector. You get a clean shave and a clean room. When trying to locate bugs (as in electronic listening devices) players who use the electric razor gain a +4 to do so.	10
Explosive Tooth Paste	Inside this toothpaste tube is a gel explosive. You need an electric spark or a detonator to set it off. Causes 8 DC.	10
Exploding Bottles	These bottles are filled with an explosive liquid that on contact with air detonate. They are great for throwing at a target. Each bottle causes 8 DC with a blast radius of ten feet.	10
Explosive Detector	These baton sized devices can detect vapors that are produced by explosive materials. It works at close range only.	10
Electronic Lock Pick	This device links to keypads allowing user to bypass security codes.	10
Fusing Cord	This cord is used to detonate explosives such as dynamite and plastique. It burns at a rate of 1 inch a second.	5
Garrote Watch	This small watch has a strangle wire contained inside. Perfect for sneaking up on a target and silencing them. Causes 1 DC per turn applied.	9
Geiger Counter Watch	This watch is designed with a Geiger counter built into it. The radiation levels are shown on a digital display.	10
Geiger Counter	Much like the gas detector in size, it measures radioactive particles in the atmosphere. There is a gauge that registers radiation levels.	3
Gas Detector	This device is about the size of a walkman radio. It beeps when near harmful vapors. It works of a regular battery.	3
Homing Device	The homing device is about one inch long and easily concealable on a person. Most agents put them in their shoes. The range is 150 miles, but it cannot signal through led.	8
Holster Snap Trap	This little device can be placed on a holster, keeping someone other than the owner of the gun from taking the weapon. The Snap Trap does 1 DC, most of the time breaking the fingers of those who set it off.	3
Infrared Film	This film picks up heat signatures even in total darkness.	4
Knockout Gas Key Chain	Like pepper spray that can be found at your local army surplus store, this looks the same. The difference is it sprays a knockout gas. <b>CON</b> save <b>DV 25</b> .	6
Laser Watch	This small watch offers a mini-laser which is able to cut through most metals, given enough time. It does 3 DC, Armor Piercing damage, with a range of one foot.	15
Latex Fingerprints	Sometimes agents need to access secret locations using finger prints. The latex fingerprints are created using a machine that can transfer fingerprint images to latex duplicates. They are only good for one use. After that they begin to wear and tear.	4

Item	Description	Cost
Listening Bug	The listening bug is the size of a silver dollar. It can transmit for up to two weeks before the battery dies. It has a range of a mile.	10
Lockpicking set	The standard tools to pick locks.	6
Magnetic Watch	This watch has a built in device that produces a strong magnetic field. It can be used to attract metallic objects or reflect them. The user of this watch may try to reflect bullets with it. The attacker gets a -4 skill penalty if shooting at someone using this watch to reflect.	10
Micro-Oxygen Tank	This pen sized oxygen tank provides air for two minutes before running out. To use it, just pull on both ends. A miniature mouth piece pops out in the center.	10
Micro-camera	The micro-camera is the size of a lighter. It takes pictures using microfilm. Unfortunately there is no flash, so infra-red film needs to be used. To use is just aim and click.	7
Microfilm Viewer	This book sized microfilm viewer allows spies to review the pictures they have taken. The film spool is loaded into the side of the viewer. When turned on the image is magnified to about 3x3 inches.	5
Magnetic Mines	These small explosives have casings that are magnetized allowing them to stick to metal. They cause 10 DC each. They are equipped with a timer and a remote detonator.	10 each
Miniature Radio Transmitter	Only the size of a pen it can receive and transmit radio signals for up to five miles.	8
Printer Watch	This watch was designed to receive transmitted orders and print them. When activated it will print on a small strip of paper any transmission received.	10
Portable X-Ray Machine	This small brief case sized X-ray machine is perfect for checking to see if your guests are armed. All one needs to do is flip it open to reveal the monitor. Anyone who walks in front of it will show up on the screen. It has a battery pack that lasts for one hour before needing to be charged.	10
Polarized Sunglasses	The lenses on these glasses darken in light. They also help see into the water, blocking out the reflective rays. These are common with fishermen and spies.	2
Pen Grenade	Click this pen four times in a row and throw. It causes 6 DC with a range of five feet for optimum effect.	10
Parabolic Microphone	This large listening device can pick up the slightest sounds. It has a range of 1,000 yards. Any background noise can make it almost impossible to hear.	6
Plunger Detonator	This is your classic explosive detonating device. You attach wires to the two connectors and push.	3
Radiation Homing Capsule	This small pill has a small dose of plutonium that gives off a non-lethal dose of radiation traceable with a Geiger counter.	8
Ring Camera	This small micro camera is fitted into a ring. It uses an extremely small microfilm. It looks like an ordinary ring except when the shutter clicks. It can take up to ten pictures.	8



Item	Description	Cost
Rappelling Belt	Within this belt is a high tension line capable of supporting 240 lbs. The line is fifty feet long with a grappling spike launcher that has a range of 100 feet.	8
Radio Detonator	This remote detonator can set off explosives set for up to ten miles away.	3
Radioactive Trace Powder	Used to deter bank robbers, this fine powder gives off a small radiation signature traceable for up to 1,000 yards.	10
Steel Rimmed Hat	This is a standard top hat with a thin steel rim that can be used as a throwing weapon. It causes 3 DC and has a range equal to the thrower's <b>STR</b> times 5.	5
Safe Cracking Device	This small sensor is the size of a cell phone. To use it, place it by the locking mechanism of the safe. When activated it scans the lock and brings up the combination. For electronic locks there is a small linking cord that is attached to the lock. It takes about 1d6 turns per Tech Level of the lock.	10
Smoke Bomb Lipstick Case	This small lipstick case has a micro canister with stun gas inside. To activate it, just remove the cap and twist. <b>CON</b> save <b>DV 25</b>	8
Shaving Kit Transmitter	This three piece shaving kit, when put together makes a signal transmitter with a range of two miles.	5
Sleeping Gas Cigarettes	This cigarette has a small sleeping gas tube concealed inside. By biting the filter, it activates the spray device with a range of three feet. <b>CON</b> save <b>DV 25</b>	8
Silencer	This tool attaches to the end of a firearm silencing the usual "bang" sound it makes.	8
Telephone Oscillograph	When attached to a tapped phone it can determine any numbers being dialed by listening to the clicks or tones. It is the size of an average dictionary.	10
Telephone Scrambler	When worried about having a tapped phone, just have this device attached to your mouth piece and ear piece. Incoming and outgoing sounds are scrambled and reassembled at the other end.	10
Telephone Tap	Attached to the phone, this quarter sized device can listen in to conversations. It can transmit up to one mile away and has a battery life of two weeks.	8
Tap Detector	The size of a cigar box, it can be attached to a telephone and blinks whenever a tap is activated.	8
Tracer Bug	The size of a silver dollar, it can be attached to any metal. It will function for up to two weeks before failing. The range is 15 miles.	8
Telescopic Sight	Increases range of view times 10 and times 100. Mostly used on high powered rifles.	3
Truth Serum	This drug causes the victim to lose half their <b>WILL</b> while being questioned. It requires a <b>WILL</b> save <b>DV 25</b> to resist.	10
Voice Mask	Slipped over a telephone mouthpiece and makes the voice unrecognizable, but the speech clear and understandable.	6

Item	Description	Cost
Voice Simulator	This small device the size of a pin is placed just below the chin. It can simulate any voice that it had recorded. It is detectable, but only in person, not via the phone. Although a voice ID system will detect the simulator immediately.	5
3D Visual Profile Unit	The 3D Visual Profile viewer is used to make profile images of suspects. Instead of having to look at a drawing, witnesses can just input data creating an image. This is mostly used by agencies, but assassins might use them to ID targets.	10
Counterfeit Money	This fake cash is passable as real money unless inspected by someone who has experience currency. With the current use of watermarks, counterfeit money is becoming harder to manufacture.	20% of face value
Thermite Explosive	This small explosive can burn a hole through almost anything. It causes 10 DC per round exposed.	15
Underwater Infra-Red Camera	This camera was designed to take pictures in the darkness of the ocean. While the user may not be able to see what he is taking pictures of, when the film is developed the image will be just as clear if it were taken in light.	10
Disguise Kit	This small attaché case contains all one needs to make fake mustaches, noses and eye brows. It is a handy make-up kit for those who like to infiltrate on their missions.	6

<b>Pistols</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
Light Hold-Out	1	1	40	1	6	15
Medium Hold-Out	2	1	40	4	6	15
Heavy Hold-Out	3	1	40	4	6	20
Light Auto-Medium	3	2	70	15	6	20
Medium Auto-Pistol	4	3	70	10	7	22
Heavy Auto-Pistol	5	2	60	8	7	25
Light Machine	3	3	60	20	8	22
Medium Machine	4	3	70	20	9	22
Heavy Machine	5	4	80	20	10	25
Light Revolver	2	2	60	6	5	15
Medium Revolver	3	2	65	6	6	20
Heavy Revolver	4	2	70	6	7	20
<b>SMG</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
Light SMG	3	3/12/20	50	20	9	25
Medium SMG	4	3/12/32	120	32	10	25
Heavy SMG	5	3/12/30	175	30	11	25
<b>Rifles</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
Light Rifle	3	2	500	10	10	25
Medium Rifle	6	2	1200	10	11	25
Heavy Rifle	7	2	1500	12	12	25
High Powered	10	2	2500	10	13	25

<b>Automatic Rifles</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
Light Automatic	6	3/12/30	350	30	15	25
Medium Automatic	6	3/14/30	350	30	15	25
Heavy Automatic	7	3/12/30	250	30	15	25
<b>Shotguns</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
Light Shotgun	7	2	20	6	9	20
Medium Shotgun	8	2	20	8	10	20
Heavy Shotgun	10	2	20	2	11	25
Auto-shotgun	8	2/4/10	20	10	12	25
<b>Machine Guns</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
Light Machine Gun	6	8/24	800	Belt/30	20	25
Medium Machine	7	9/27	650	Belt/30	20	25
Heavy Machine	10	8/24	800	Belt/30	20	25

<b>Heavy Weapons</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>	<b>SDP</b>
ACL-APX	2K	1	600	1	30	20
RPG-7 Reusable	3K	1	500	1	30	20
RPG-18 Disposable	2K	1	250	1	25	20
LAW Rocket	2K	1	200	1	30	20
M47 Dragon	4K	1	500	1	30	20
40mm Grenade Launcher	Special	1	350	1	25	20
MK19	Special	1/3/6	1200	Belt	100	25

<b>Spy Weapons</b>	<b>DC</b>	<b>FR</b>	<b>RNG</b>	<b>Ammo</b>	<b>Cost</b>
Brass Knuckles	1				1
Strangle Wire	1				2
Pen Gun	1	1	20	1	15
Ski Pole Gun	3	1	30	1	15
Cain Gun	3	1	40	6	15

**Battle Axe****Cost:** 6 FP

Massive, two-handed axe favored by barbarians and dwarves. DC=5 Damage.

**Blowgun****Cost:** 6 FP

Hollow tube that fires tiny darts (10). DC=1 Damage

**Bola****Cost:** 4 FP

Two heavy metal balls joined by a cord or twine. Primarily an entangling weapon (the result of a successful hit), it can also do DC=1 Damage if swung as a club.

**Broadsword****Cost:** 5 FP

Heavy two-handed, crushing sword, designed to penetrate armor. DC=5 Damage.

**Crossbow****Cost:** 6 FP

Pistol-like, mechanically cranked bow (takes 2 turns to recock). Fires small bolts (12 shots). DC=3 Damage.

**Dagger****Cost:** 1 FP

Small double-edged weapon. Can be thrown but at a 2 penalty. DC=1 Damage.

**Halberd****Cost:** 5 FP

A two-handed polearm, topped with an axe/spear point combination. DC=4 Damage.

**Javelin****Cost:** 6 FP

Small throwing spear, designed for long ranges. Some variants use a sling to hurl the javelin further. DC=3 Damage.

**Katana****Cost:** 6 FP

Two-handed sword, used exclusively in Japan by samurai warriors. Incredibly sharp and lethal. DC=4 Damage.

**Longsword****Cost:** 4 FP

One or two-handed sword, usually used on horseback. About four feet long. DC=3 Damage.

**Longbow****Cost:** 8 FP

More powerful bow designed for penetration. Requires a fair amount of space (firer must be standing) to use. 12 arrows. DC=3 Damage.

**Naginata****Cost:** 5 FP

A Japanese style halberd, with a curved sword blade instead of an axe head. DC=4 Damage. Martial Arts Weapon Skill required.

**Nunchaku****Cost:** 4 FP

Two short, heavy wooden sticks joined by a cord or chain. Delivers tremendous clubbing power over a short range. DC=3 Damage. Martial Arts Weapon Skill required.

**Quarterstaff****Cost:** 4 FP

Heavy wooden stick, usually about 6 feet long. Usually capped with metal. DC=3 Damage.

**Shiriken (3)****Cost:** 6 FP

Small throwing "stars". 3 total. Close Range weapon. DC=1 Damage.

**Short Sword****Cost:** 3 FP

Double-edged weapon about 24-30 inches long. DC=2 Damage.

**Short-bow****Cost:** 6 FP

Lightweight bow, designed for horseback, close-in work. 12 arrows. DC=3 Damage.

**Sling****Cost:** 2 FP

Strip of hide used to hurl small rocks or balls. Comes with 10 shots, but any small object can be hurled. DC=1 Damage.

**Spear****Cost:** 7 FP

Heavier weight throwing weapon, which can also be used to stab at an opponent. DC=4 Damage.

**Throwing Axe (Tomahawk)****Cost:** 4 FP

A light, one-handed axe, good for throwing as well as hacking. DC=2 Damage.

**Throwing Knife****Cost:** 3 FP

Small throwing dagger. DC=1 Damage.

**Tonfa****Cost:** 3 FP

Short, L-shaped clubs which can be used for blows, parries or blocks (adds +1 on these actions). DC=2 Damage. Martial Arts Weapon Skill required.

**Whip****Cost:** 2 FP

Primarily an entangling weapon, the whip can also cause DC=2 Damage.

**Historical [TL: 3-4]****Arquebus****Cost:** 7 FP

Very primitive (1400's) form of shoulder arm, using a matchcord/flashpan arrangement. Takes 3 turns to reload. DC=4 Damage.

**Bayonet****Cost:** 1 FP

Stabbing blade attached to rifles of the period. DC=1 Damage.

**Bowie Knife****Cost:** 3 FP

Lightweight, drop-point knife about a foot long. Can also include any fighting knife of the period. Can be thrown at a 2 penalty. DC=2 Damage.

Armor	KD	Pen	Cost
Leather Jacket	3	0	1
Leather Pants	3	0	1
Leather Boots	4	0	1
Bullet Proof Vest	8	0	3
Flak Vest	11	0	4
Flak Pants	10	-1	4
M1 Helmet	12	0	1
PASGT Vest	22	0	4
L. Kevlar Vest	12	0	2
M. Kevlar Vest	16	0	4
H. Kevlar Vest	20	0	4
Kevlar Lined Trench coat	12	-1	6
Kevlar Shin Guards	5	0	2
SWAT Helmet	15	0	2
Combat Boot	6	0	1
Kevlar Uniform	12	0	10
Armor Upgrades	5	n/a	10 FP per 5 KD
Light Concealed Armor	10	0	10 FP per location
Medium Con- cealed Armor	15	0	12 FP per location
Heavy Con- cealed Armor	20	0	15 FP per location