

CORE FUZION™ PLUS

ADD-ON pages for CORE FUZION™



House rules for adding details and bridging minor discrepancies between major versions of R. Talsorian's highly-versatile multigenre game system, Fuzion™.

CORE RULES + ADD-ON = PLUS EDITION

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Generic FUZION (v5.02), R. Talsorian Games

Fantasy HERO, Hero Games

Lightspeed, Christian Conkle

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**SKILLS
NOTES**

Clerecy and Sorcery – The listed application of *Clerecy* and *Sorcery*, which allows the use of all spells within each type of magic, is unbalanced with the cost of other Talents, skills, and attack forms. For greater parity, treat each spell as a unique skill, requiring separate OP to learn. Alternatively, the GM may rule that a character does not pay for individual spells, but for each group (e.g., Conjunction, Summoning, etc.). Furthermore, the GM may rule that a character may learn only one type of magic (i.e., *Clerecy* or *Sorcery*), or perhaps tie a Membership or Authority Perk as a requirement for each. Check with your GM regarding options and limitations

Evade – This skill has been redefined. Evade has been separated into three sub-skills, based on the attack form being evaded: Hand to Hand (vs. unarmed attacks if you're unarmed), Melee (vs. melee or Hand to Hand attacks, assuming you have a weapon), and Ranged (vs. someone trying to shoot or blast you from a distance).

Languages – The five levels of a language skill:

OP Level	Fluency
1	Basic Conversation
2	Fluent Conversation
3	Completely Fluent, with accent
4	Idiomatic, native accent
5	Imitate Dialects

Marksmanship – This skill has been redefined. The original skill has been broken down into sub-skills: Autofire Weapons, Firearms, Ranged Weapons (see *New Skills* below).

Melee Weapons – As written, this skill assumes a superheroic or other high-powered setting. For more conventional, heroic-style games, the character must specify which melee type each time this skill is taken: Axes and Maces, Clubs, Flails and Morningstars, Pole Arms, Swords and Knives, or a specific unique weapon (e.g., quarterstaff, whip, etc.). Check with the GM to see whether one skill covers all melee weapons or whether each group is an individual skill.

Performance – *Performance* is a generalized skill that includes several other skills (such as *Acting*, *Oratory*, *Singing*, etc.), but is applicable primarily for appearances in front of audiences, with support from a director, crew, scenery, etc. In effect, it is the *Professional* skill for entertainers, with the more specific skills each having deeper applications both on and off the stage.

Pilot – This skill also covers piloting mecha and other types of vehicles that aren't "driven."

New Skills

AUTOFIRE WEAPONS <TYPE OF> EVADE	Use of machine-guns and full autofire weapons. Was part of Marksmanship. (REF) Hand to Hand, Melee, and Ranged Evade are three separate skills, all basically skills of getting out of the way of someone who is trying to hit you. (DEX)
FIREARMS	Firing semi-automatic pistols, revolvers, rifles, shotguns, and crossbows. Was part of Marksmanship.(REF)
FORENSIC MEDICINE	This skill lets the character make inferences from a corpse about the cause of death, time of death, and so forth. (TECH)
HACKING	Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)
HIGH SOCIETY	The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (PRE)
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 he is working in. (TECH)
LITERACY	The ability to read and write a specific language. It costs 1 OP to be literate in a particular language.
RANGED WEAPONS	Firing primitive ranged weapons. The character must specify which ranged type each time this skill is taken: Thrown Knives, Thrown Axes, Spears and Javelins, Bows, Crossbows, or a specific unique weapon (e.g., shuriken, darts, etc). (REF)

**TALENTS
NOTES**

Beautiful / Handsome – This adds +1 to *Performance*, *Acting*, *Oratory*, and *Singing*.

New Talents

MARTIAL BLOCK	The character has received advanced unarmed combat training, including abilities that improve defenses against hand-to-hand strikes. The character receives a +2 AV and DV bonus when performing the Block maneuver, then adds +2 AV to any attack made the following Phase. Although a Talent, characters may be trained in Martial Block after play has begun. (3 OP)
MARTIAL DODGE	The character has received advanced unarmed combat training, including abilities that improve one's ability to avoid attacks. The character is +5 DV when performing the Dodge maneuver. Although a Talent, characters may be trained in Martial Dodge after play has begun. (3 OP)
MARTIAL STRIKE	The character has received advanced unarmed combat training, including abilities that improve hand-to-hand strikes (which are considered a maneuver). Successful strikes are so effective they result in +1 DC to any punch or kick, and are executed with good technique that the character also receives a +2 DV. Although a Talent, characters may be trained in Martial Strike after play has begun. (3 OP)

MAGIC AND PSIONICS

USING POWERS

The DVs listed for each spell and psionic power are based on using 3D6. Subtract 5 to determine the required DV when using 1d10.

Forcefields

The Hits listed in the description for the psionic abilities *Advanced Forcefield* and *Forcefield* (pg. 29) are reversed. A *Forcefield* has 75 Hits, while an *Advanced Forcefield* has 100 Hits.

EXPERIENCE

IMPROVING CHARACTERISTICS

The listed cost to improve characteristics with Option Points earned during play is balanced with the cost to improve skills, but some GMs may wish to allow a more rapid increase of primary attributes. In those cases, improving Characteristics costs only FIVE points for each point of Characteristic improvement, plus the permission of the GM. Example: to improve REF from 5 to 6 would require 5 OP and your GM's approval. (Be sure to check with the GM regarding which method is being used.)

GENERALCOMBAT

Evading

In most cases, the applicable Evade skill is based on the attack type. Some exceptions:

- An armed character vs. an unarmed attacker may choose the higher of Hand-to-Hand or Melee Evade.
- An unarmed character vs. an armed attacker may use Hand-to-Hand Evade at half value (rounded down), with the effective skill no higher than the character's Melee Evade skill.

Time

The rulebook sometimes refers to a unit of time called, *Turns*. These are equal to and used interchangeably with *Rounds*.

Archery

Loading a bow or sling requires half of a Phase of action. Firing a bow or sling takes half of a Phase of action at half DV. Therefore, loading and firing combined takes a full Phase (you can't move, load, *and* fire in the same Phase). Unlike with bows, a character firing a crossbow or arbalest is at full DV when firing, but extra time is required to load the more complex firing mechanisms.

Bypassing Ready Opponents

Moving through an adjacent hex of an opponent who is holding an action puts the character at half DV vs. an attack by the waiting opponent. If the character stops adjacent to the opponent for the Phase, or performs a Move By or Move Through

maneuver on the opponent, s/he keeps his normal DV. The character can then move on during the next Phase without a DV penalty.

Using Two Melee Weapons

Anyone with a small or medium (one-handed) weapon in each hand can attempt to strike with both of them in the same Phase. A two-weapon attack takes a full Phase (meaning, the character cannot move during the Phase) and results in a -2 AV for the primary hand, a -5 AV for the secondary hand (which may be reduced by the Ambidexterity Talent if applicable), as well the attacker's DV being halved. Both attacks may be directed against a single target if desired.

Using Weapons with Combat Maneuvers

Blocking With a Shield

If the character executing the block has a shield, he can add the shield's DV Bonus to his AV for the purposes of the block. If the character executing the block has a weapon, cloak or other parrying implement in his off hand, he can add the +1 DV Bonus to his AV for the purposes of the block.

Haymaker

When performing a haymaker with a melee weapon, all AV and DV modifiers are applied normally. If the attack hits, the attacker multiplies his/her STR by x1.5 to determine any bonus damage for high STR (but never more than twice its base damage).

Move By and Move Through

When attempting a Move By or a Move Through with a weapon, all modifiers are applied normally. However, the weapon, not the attacking character, takes the one-third (for a Move By) or one-half (for a Move Through) damage. If the total damage of the attack is more than 5x the weapon's base damage (i.e., dice rolled), the weapon breaks.

Note that if the attacking character is mounted, the mount's movement should be used when calculating additional damage from velocity.

GEAR

Using OP to purchase weapons, armor, and other equipment works best for a superheroic or other high-powered setting. For more conventional games, the GM may instead opt to assign some form of currency to purchase gear. Check with the GM regarding how to equip a character.

Weapons and Amor

As an alternative to the weapons and armor listed on pgs. 18-23, consider the following tables instead:

WEAPONS & ARMOR

GENERIC RANGED WEAPONS

Archaic Ranged Weapons	Range (m/y)	DC	ROF
Throwing Knife	2 per STR	1	1
Throwing Axe/Hand Axe	2 per STR	2	1
Short Spear/Javelin	2 per STR	3	1
Short Bow	20 per STR, up to 70	2-5	1
Long Bow	20 per STR, up to 100	3-7	1
Light Crossbow	75	6	1/2
Heavy Crossbow	100	8	1/3
Sling	10 per STR, up to 70	3	1/2
Historic & Modern Ranged Weapons	Range (m/y)	DC	ROF
Colt Revolver	50	4	1
Light Pistol (.22)	50	2	2
Medium Pistol (9mm)	50	3	2
Heavy Pistol (.357, 10mm)	50	4	2
Magnum Pistol (.44)	50	5	2
Bolt Action Rifle	100	6	1
Medium Rifle	300	6	2
Shotgun (12-gauge shot)	40	5	2
Shotgun (10-gauge shot)	40	6	2
Magnum Hunting Rifle (.458)	700	10	2
Submachine Gun (9mm)	200	3	20
Assault Rifle (5.56mm)	300	6	25
Battle Rifle (7.62mm)	400	9	20
Machine Gun (.50 cal)	800	10	10
Autocannon	400	14	22
Recoilless Rifle	400	15	1
Light Cannon	400	16	1
Tank Cannon (120mm)	1000	17	1
Futuristic Ranged Weapons	Range (m/y)	DC	ROF
Infantry Laser Cannon	400	12	1
Man-Portable Railgun	400	14	1
Light Energy Pistol (Laser, Blaster, etc.)	50	4	2
Energy Pistol (Laser, Blaster, etc.)	60	5	2
Energy Rifle (Laser, Blaster, etc.)	400	7	2

GENERIC MELEE WEAPONS

Archaic/Fantasy Melee Weapons	DC	WA	Min STR	Notes
Hand Axe	3	+0	3	
Battle Axe	4	-1	4	
Great Axe	6	-1	6	2h
Club	3	-1	2	Stun
War Club	6	+0	5	2h, Stun
Mace	2	+0	3	
War Mace	3	+0	4	
Great Mace	5	-1	6	2h
Hammer	2	+0	3	
War Hammer	3	+0	4	
Great Hammer	5	-1	6	2h
Dagger	1	+1	1	
Knife	1	+0	1	
Short Sword	2	+1	2	
Rapier	2	+2	2	
Long Sword or Sabre	3	+1	3	
Broadsword	4	+0	4	
Bastard Sword	5	+0	5	1.5h (used 1h)
Bastard Sword	5	+1	4	1.5h (used 2h)
Katana	5	+0	4	1.5h (used 1h)
Katana	5	+2	4	1.5h (used 2h)
Two-Handed Sword	6	+0	6	2h
Short Spear	3	+1	3	
Long Spear	4	+1	4	2h; +1 m/y reach
Lance	6	+0	6	Mounted
Pike	5	-1	5	2h; +2 m/y reach
Halberd	6	-1	6	2h; +1 m/y reach
Quarterstaff	3	+1	3	
Whip	1	-1	2	1-3 m/y Grab
High Tech Melee Weapons	DC	WA	Min STR	Notes
Cyber Hand Blades	3	+1	1	AP (½ DEF)
Energy Saber	5	+1	2	2h
Monoblade	3	+1	2	AP (½ DEF)

GENERIC ARMOR LIST

Archaic/Fantasy Armors	PKD / EKD	DV-	Description
Heavy Cloth, Soft Leather, Fur	2 / 2	-0	Thief gear
Heavy Leather, Padded Cloth	4 / 4	-1	Animal hides, scales
Studded Leather	5 / 5	-2	
Boiled Leather, Heavy Hide	6 / 5	-2	Barbarian armor
Brigandine, Ring Mail	7 / 5	-3	Bardic chain
Scale Mail, Bezainted	8 / 5	-4	Also dragon scales
Chain Mail, Laminated	9 / 5	-4	Aso Samuri armor
Plate & Chain, Plate Mail	11 / 5	-5	Typical Knight
Full Plate Armor	12 / 5	-5	Heroic Knight
Modern Armors	PKD / EKD	DV-	Description
Light Kevlar	6 / 2	-0	Armored clothes
Kevlar	14 / 2	-1	Light armor jacket
Medium Kevlar	16 / 5	-1	Medium armor jacket
Flak	18 / 5	-1	w/inserts & weave
Metalgear™ Composite	25 / 10	-2	Plastic/Kevlar plate
Futuristic Armors	PKD / EKD	DV-	Description
Skin Weave	12 / 1	-0	Subdermal armor
Space Suite	5 / 5	-0	Light skinsuit
Industrial Space Suit	8 / 5	-2	Hvy. metalized fabric
Military Space Suit	10 / 10	-2	Metal fabric w/plates
Body Armor	18 / 25	-2	"Stormtrooper" plate
Personal Force Screen	10 / 25	-0	vs. Stun only
Advanced Force Screen	14 / 30	-0	

GENERIC SHIELD LIST

Archaic/Fantasy Shields	DV+	AV-	Description
Buckler	+1	-0	
Small Shield	+2	-1	Target, round shield
Medium Shield	+3	-1	Heater, Legionnaire
Large Shield	+4	-2	Kite
Tower Shield	+6	-4	Hide behind
Modern Shields	DV+	AV-	Description
Riot Shield	+4	-1	Lightweight
Large Riot Shield	+6	-2	Hide behind
Futuristic Shields	DV+	AV-	Description
Small Force Shield	+2	-0	Energy field
Force Shield	+3	-0	Energy field
Large Force Shield	+4	-1	Energy field